



JURASSIC WAR 2: THE RANKER

Unofficial English translation by Jirka



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INTRODUCTION

This unofficial translation of Jurassic War 2: The Ranker was initially conceived as a document for my personal use. While working on it, I realized that first, it's going to be quite a bit of work and second, I might as well release it and make those other five people on the entire planet who would enjoy this game in English happy. Unfortunately, my computer skills are not all that great, so I have no idea how to implement the translated texts into the game itself. However, I believe you can still enjoy playing the game while reading through these translations to understand what is going on.

Campaign missions take up the main part of this translation. I didn't know how to extract the texts from mission briefings, so I used Google Lens to scan and copy the Korean characters. This method is not entirely error-free and sometimes misinterprets characters. I tried to correct any mistakes that I noticed but there might be small typos here and there. The in-game dialogues shown during the missions were extracted directly from the mission saves (you can open them using the game's Map Editor and find the texts in mission triggers) so these shouldn't contain any typos. I am including the screenshots of mission briefings, all the Korean texts from the campaign missions, as well as save files from all the campaign missions in this translation package for reference.

The translation was made using DeepL Translator and Google Translate with manual correction. When it comes to names of characters, places, etc., I tried to maintain the terminology introduced in the English version of the original Jurassic War 2 game (also called Primitive Wars). On a few occasions, I resorted to a more liberal form of translation whenever the Translators were not making much sense, or when the game itself was confused (*e.g.*, it was repeatedly mistaking east with west). However, these instances were rare, so I hope the overall translation is very faithful to the original game. English is not my first language, so if you see some exotic dialogue, it might not all be the fault of the original game or the imperfect nature of automated translators.

I also decided to include a translation of the game manual and a brief description of new units/buildings/abilities so that the players familiar with the Primitive Wars game are up to speed with the changes made in The Ranker expansion. Please note that multiple versions of the game can be found online, and some details differ between various patches of the game. I am not sure what was the patch number of my game, but it says "Ver 2003-12-29" in the lower right corner of the main menu. The game is not compatible with Windows 10 and despite my multiple attempts, I failed to make it run on my computer. Fortunately, the Korean gaming community is very active and has released a ready-to-use package with updated game files that can be run even on Windows 10. You can find it in this [link](#). To download it, you need to first register on the Naver.com webpage using your e-mail. Once you're registered, you will need to join the game community group (Jurassic War 2: The Ranker Café) by filling in a short questionnaire. Everything is in Korean, but you can use your browser's built-in translator function to get an idea of what you're supposed to write where (I managed to do it even though I don't speak a single word in Korean). Once you're accepted into the community Café (it was almost instantaneous for me), you can download the file called "The Ranker 오리지널", unzip it and enjoy the game. It is the same version of the game I was playing, and it's supposed to be the last official patch released by the game developers. The vibrant Korean gaming community continues to release unofficial patches for the game even to this day to make the game more balanced. I opted for the last official patch and not for the unofficial ones since those are made with multiplayer game in mind and they can sometimes make campaign missions somehow broken/very difficult to win. I need to reiterate that all the credit goes to the wonderful Korean gaming community that made it possible for me to play the game even on my Windows 10 PC.

As a last practical note for those English-speaking players who would like to play this game, I have a small tip on how to make sure that the Korean characters in the game are displayed correctly. When I first ran the game on my PC, all the Korean texts were made into a random jumble of weird characters. Installing the Korean keyboard through Windows Settings -> Time and Language didn't help. If you run into the same problem and it bothers you (it's just a cosmetic problem), go to Windows Settings -> Time and Language -> Language. Click on the "Administrative language settings" in the upper right corner. A new window will open where you should click on "Change system locale...". Then select "Korean" and voilà, the game should now be displaying the Korean characters correctly.

I am releasing this unofficial translation for anyone to use freely. If someone would want to implement it into the game files or further polish the sometimes-cumbersome dialogues, then, by all means, be my guest. That's probably all there is to be said for the introduction, so I hope you enjoy the game and that you like the translation.

All the best,
Jirka

BITS FROM THE GAME MANUAL

This chapter includes information from the game manual. I didn't find a .pdf version of the manual, but there is a Readme file in the game folder.

Backstory

The tribes of Jurassic Island have grown weary of a war that never seems to end. A war of attrition and viciousness, with no one taking the initiative, had long since ceased to have any meaning or relevance. Among the Tyranos, the Elves, and the Primitives, a growing number of people were becoming disenchanted with the black maelstrom of death, threatening the centralized patriarchal system of the tribes. While cracks were forming within the tribes, the wars outside grew fiercer and more intense. Compromise with the other races was unthinkable in each race's beliefs, and their hatred and loathing for each other had already developed to such extremes that the war was only going to intensify. And there were no signs that the tide was turning in either race's favor any time soon.

But Zellweger, the wise Queen of the Elves, foresaw that the tide of war would gradually turn. She had come to recognize that the rifts within the tribes of the Tyranos, the Primitives, and the Elves, races that had individual wills as living beings, would deepen in the future, while the armies of the Demons were summoned from the dead, with no individual will, so there was no possibility of an internal rift. Furthermore, the Demons were driven by evil spiritual energy, so they had no fear of death or pain, and their power and energy were growing stronger through destruction and killing, unlike the other races, which were growing weary from the war. Zellweger realized that the biggest threat in the war was the Demons, and she urged the other three races to join forces against the Demons, who would only grow stronger in the future if they were to survive the status quo, but the more hardheaded Primitives and Tyranos ignored her and rejected her ideas.

Zellweger was so heartbroken that she retreated to the Holy Temple, deep within the Niss-Woods, to study how to seal the magic of resurrection with a handful of high-ranking Elves and Wizards in case the Elves were destroyed. The throne passed to Zellweger's second daughter, Shioren, and everyone believed that her gentle nature would mend the rift within the Elves' tribes. But Zellweger's eldest daughter, Kiana, who had been pushed out of the line of succession, and some of the Elves who were already exhausted from the war, turned their backs on Zellweger and left.

Meanwhile, the island has a new visitor: an old woman who, upon arrival, is said to have stayed with a group of women in Tellma Ravine for a short time before disappearing to the Kapa Temple in Nusakama. No one knew who the veiled old woman was or who the women she was staying with were, and no one cared, but then rumors of Deca's disappearance began to circulate after the group entered the Kapa Temple, and the Demonic invasion stopped. As soon as it happened, everyone began to wonder about the old woman's identity and whereabouts.

The cessation of the Daemonic invasion brought a brief period of peace to Jurassic Island, though tensions remained high. The three exhausted races were slow to close the internal rifts, but the embers of discord had already been lit within the four tribes, and everyone seemed too numb to extinguish them. Now, like a flame, the four races would burn rapidly along the path to destruction...

Jurassic Island's Regional Organization

Elborooa Island

Elborooa Island is an island to the north of Jurassic Island, where the spirit of Deca, who was defeated by the hands of Plucky in the year 932 of the Primitives' calendar, was sealed in Vall-hole Palace. Later, in 1459, when the seal was broken by Wizard Stuma, Deca awoke from his long slumber and took possession of Stuma's soul to exact revenge on the Primitives. The island of Elborooa, where Deca creates the sinister and evil Demons tribe, was used as the home of the Demons in the original Jurassic War 2.

Barsmoo

Located to the northwest of Jurassic Island, the Barsmoo region consists of cliffs along the coast. Beyond the cliffs are rugged and dense mountains, making it easy to defend against enemy attacks. By capturing this region, the Demons were able to secure the defenses of their stronghold, giving them a foothold in the northwestern part of the continent.

Nusakama

Home to Kapa Temple, after falling to the Demons, it was ruled by Wizard Aasre, who possessed a jewel called the Time of Oblivion. Of particular note is the presence of King Demons and Gargoyles, whose strength is doubled in the dark, which is why the Primitives avoided approaching it at night.

Sellbaros

The richest and most fertile land on Jurassic Island. When the Demons invaded all three regions - Barsmoo, Nusakama, and Sellbaros - at the same time, the young Patriarch Jarmyn tried to protect Sellbaros but was tricked by the Demons. Deca of the Demons, who took over the region, mutated the dinosaurs of Sellbaros to create the Tyranos, wreaking further havoc on Jurassic Island. In addition, as both the Barsmoo and Nusakama regions fell under the control of the Demons at the same time, the heroes who defended Barsmoo and Nusakama lost their lives.

Karrbilla

Once owned by the Primitives, the Karrbilla region was invaded by the Demons from Elborooa Island and quickly fell under their control. However, this area is a constant battleground for the Primitives, the Demons, and the Tyranos, with the exception of the Elves, and it is a chaotic place that keeps being taken and lost again and again.

Tellma Ravine

Located just north of Jurassic Island's Dream Lake, Tellma Ravine is a narrow, rugged, and rough terrain of stone. It's one of the few passageways between the eastern and western parts of Jurassic Island, but it's also one of the most difficult places to navigate, with plenty of places to hide. There are also many reasons to pass through, not the least of which is the proximity of the strategically important Razzniella-Woods.

Bimarss

It is home to Asrometa Castle, the stronghold of the Primitives, and Hitan Temple in the northern part of the region. Asrometa was home of the Great Patriarch Ruwataa and was also guarded by Al-fathur when Jarmyn traveled to Sellbaros to stop the Demon invasion. Hitan Temple would be the first place the Demons will attack to begin their full-scale destruction of the Primitives.

Linia

From the outside, this region appears to be a fertile plain. However, once it rains, it becomes a swamp that does not drain for months and turns into mud. The Primitives knew that when it fills up, the water sucks everything on the ground, and for that reason, they avoided going near Linia. However, the Primitives once attacked the Tyranos with a ploy to lure them to Linia and take over their strongholds. This plain is full of mysteries.

Natamya

The area where the Jurassic Sword is hidden, located in the southern part of Dream Lake. Unlike the tranquil-looking Linia, the cliffs here are rugged, and it's where most of Jurassic Island's secrets are buried.

Lomit Valley

The valley surrounding the Linia and Natamya regions. In particular, this place is blocking the Linia region like an iron wall, so if you wait in ambush in Lomit Valley to attack those that have entered Linia, you can inflict a lot of damage to them.

Pride-Woods and Niss-Woods

Since 1457, the home of the Elves, whose Queen, Zellweger, broke away from the Primitives and won the war against the Imps, who had fallen under the control of the Demons. She also captured the densely forested and cave-ridden Niss-Woods to build a line of defense against the Demons. Niss-Woods lie to the northeast of Jurassic Island and Pride-Woods to the east, and they are the foundation of the Elven Utopia.

Razzniella-Woods

Connected to the northern area north of Dream Lake, these woods were one of the most important strategic points in the original Jurassic War 2. They are highly combat-intensive, difficult to capture, and difficult to hold once captured. However, it is also the best base from which to move across the entire island.

Aldino

This is the first region that the Tyranos reach after escaping the clutches of the Demons from Karrbilla. It is located in the southeastern part of Jurassic Island and has a relatively abundant game. This is where the Tyranos make their first Nests. By nesting here, the existence of the Tyranos tribe becomes known to the other tribes, and along with the Demons, they cause chaos on Jurassic Island.

Ellercast

Located on the southeastern tip of Jurassic Island, the Ellercast region is where the Tyranos expanded their power and found a better place to settle than the Aldino region. It is later declared by Aesir as their home base. By capturing this region, the Tyranos secured the safety of their home base and can focus on expanding their power.

New Units and Buildings

Some of the game mechanics differ between Jurassic War 2 and The Ranker expansion, so I decided to summarize them here. The Readme manual also contains a description of all the units and buildings in The Ranker expansion. These are almost identical to the descriptions contained in the original game's manual, so I am only including descriptions of new units and buildings plus changes made to the old units and buildings. The manual is not up to date when it comes to changes made in the latest official game patch, so I included notes in italics wherever needed.

The game manual also contains a description of the main game characters that spoil a lot of the campaign story. That's why I didn't put these official character descriptions here and instead moved them to the very end of this document. You can read a brief unofficial spoiler-free description of the game's main character in the next chapter.

General Changes to Game Mechanics:

- The level cap has been removed. All units can level up beyond level 10.
- Leveling up now randomly increases a unit's health, mana, attack, and defense meaning that two units of the same type and level won't necessarily have the same statistics. Leveling up also increases attack speed and range, including units that weren't affected by attack speed upgrade in the original game. Note that depending on the unit type, some units are prone to gain high attack stat through leveling up while other units rather increase their health or defense.
- The number of experience points required to advance to the next level now scales up with the level of the unit.
- The Level Up Experience Reduction upgrade now applies retroactively. This means that if you first level up a unit and then research this upgrade, the decreased experience cost of leveling up will lead to extra experience points being returned to the already leveled-up units. This sometimes causes free level up.
- All units can now carry items in their inventory, even if they cannot use the item (*e.g.*, mechanical units can carry food).
- Worker units for all tribes can no longer level up. Attack and defense upgrades don't affect them anymore.
- Towers of each tribe (Stone Tower, Ascomoid, Bubble, and Volcano) now have Detection ability by default. Some tribes can now research attack range upgrade for their towers instead.
- Units are now divided into categories according to their size/armor class. The damage caused to enemy units is determined by your attack stat and the enemy's defense stat plus size/armor class. Some units are not very effective against particular unit size/armor class and cause very little damage even though their attack stat is high.

Primitives

Sylvan (실번)

A unit of female warriors organized by the shaman Harashti to bolster his power, they are often effective in guerrilla warfare and surprise attacks. They use crossbows called 'slingshots' as weapons and are particularly effective against smaller units.

- Production Building: Soldier House
- Requires: Blacksmith (*Note that later patched changed this requirement to Land Increaser*)
- Special Abilities:

- Fade Robe: The Fade Robe, produced by Blacksmith, grants infinite cloaking when equipped.
- Blasters: Blasters (bombs that explode after a period of time, dealing heavy damage to units within a certain range) produced by Blacksmith can be placed on the ground to attack enemy units.

Sky Ballista (스카이 벨리스터)

As the Primitives tribe realized that control of the air determines the outcome of the battle, they created powerful flying units as well as new powerful anti-air units to counter them. With enough range and damage to match any flying unit, the Sky Ballista is a formidable force on the ground in the midst of fierce air battles.

- Production Building: Power House
- Requires: Iron Increaser
- Special Abilities:
 - Equipping the Sky Bullet produced in Blacksmith increases its attack range.

Power Increaser (파워인크리저)

As a building built with the hope that weak Primitives will become powerful warriors, the presence of this building boosts the morale of your units, allowing them to attack with greater force.

- Upgrades:
 - Rage research: Units can consume food to increase their attack power. *Note that this upgrade has been moved to Sanctuary in a later patch.*
 - Allows further attack and defense upgrades after Level 1 in Land Increaser.

Iron Increaser (아이언 인크리저)

A building that improves the technology of the Primitives, providing them with the skills and materials to craft more powerful items.

- Upgrades:
 - Allows researching Primitives' Rage. *Note that a later patch removed this requirement for Rage research. Instead, Bow Machine attack and defense upgrades were moved here. This upgrade increases the attack and defense of both Bow Machine and Sky Ballista.*

Summoning House (서머닝 하우스) - only available in the Avatar game mode on WizardNet

This building is used to summon heroes who were lost in fierce battles and is built in a unique style of each tribe.

Changes to old units and buildings

- Power Man
 - Now produced in Soldier House.
- Giant
 - Now produced in Soldier House.
 - Fire Wallet: Produced by Blacksmith, increases attack power and range when equipped.
- Knight
 - Requires Power Increaser instead of Blacksmith to be built.
- Revolver
 - Now produced in Sky House.
- Bow Machine
 - Now produced in Power House.
 - Attack and defense upgrades were moved from Land Increaser to Iron Increaser.
 - Double Bow: Produced by Blacksmith, increases attack speed when equipped.
- Flattop
 - Warlock's Suicide ability can now be used by Flattop instead.
- Chief
 - Fallout no longer needs to be researched in Sanctuary.
 - Sky Fallout: New spell (requires level 4). An AoE spell that affects air units. Works similarly to Fallout but reduces health to 10% of maximum HP instead of going all the way down to 1 HP.
- Sanctuary
 - No longer contains Fallout research as this ability doesn't need to be researched anymore.
 - Rage, the racial ability of the Primitives, can now be researched here.

- The Stone Tower Detection upgrade has been replaced with the Stone Tower Attack Range upgrade.
- Power House
 - Now produces Bow Machine and Sky Ballista.
- Soldier House
 - Now produces Power Man, Giant, Soldier, Knight, and Sylvan.
- Blacksmith
 - On top of all the items made in the original game, it can now produce Fire Wallets for Giants, Fade Robes and Blasters for Sylvans, Double Bows for Bow Machines, Sky Bullets for Sky Ballistae, and Panacea (healing item that can be used by anyone).
- Sky House
 - Now produces Revolver, Squadron, and Flattop.

Tyranos

Kentros (켄트로스)

A new mutant that appeared after the chaos of Jurassic Island, capable of powerful piercing ranged attacks, allowing it to support its allies from behind.

- Production Building: Egg Nest
- Requires: Upgrade Nest (*note that it also requires Land Nest*)

Twin Pteras (트윈프테라스)

Another new mutant that appeared after the chaos of Jurassic Island, the fireballs it shoots from the air to the ground are so powerful that they can melt all ground units.

- Production Building: Egg Nest
- Requires: Combination of 2 Pteras (requires Sky Nisdos)

Summoning Nest (서머닝 네스트) - only available in the Avatar game mode on WizardNet

This building is used to summon heroes who were lost in fierce battles and is built in a unique style of each tribe.

Changes to old units and buildings

- Twin Rhamphos
 - Can now attack air units.
- Pteras
 - Combining 2 Pteras creates a new unit Twin Pteras (requires Sky Nisdos).
- Tyrano Nest
 - Now produces Dinos, Massos, and Tyranos.
 - Rage, the racial ability of the Tyranos, can now be researched here (units can consume food to increase their speed).
- Land Nisdos
 - Now required for further attack and defense upgrades after Level 2 in Land Nest.
- Sky Nisdos
 - Now required for further attack and defense upgrades after Level 2 in Sky Nest.

Elves

Green Elf (그린엘프)

Originally forest spirits, they appear as warriors who fight for the Elves in response to the summons of the Angel Elves.

- Production Building: Red Hall
- Requires: Green Hall (*Note that a later patch changed this requirement to Elf Library*)
- Special Abilities:
 - Entangle: Summons plants from the ground, immobilizing enemies within the spell's range (does not affect large units)

- Hurdle: Summons a magical tree to form an obstacle. Used to block narrow paths or delay enemy movement.

Dark Elf (다크엘프)

These units symbolize the dark side of the otherwise light-symbolizing Elves, they initially fought for the Demons, but never forgot their original Elven hearts and rejoined the Elves.

- Production Building: Blue Hall (*Note that later patch moved this unit to Red Hall*)
- Requires: Holy Temple
- Special Abilities:
 - Hide: Shrouds the Dark Elf in darkness, making her invisible.
 - Interlace: Makes the target unit invisible.
 - Exchange: Uses mana to reduce the enemy's health.

Green Hall (그린 홀)

Reflecting the nature-loving characteristic of the Elves, this building is constructed as a pact with the spirits of the forest (*Note that a later patch completely removed this building from the game. It only remains in campaign missions*).

- Upgrades:
 - Holy Mind research: Units can consume food to recover mana. *Note that this upgrade has been moved to Heaven in a later patch.*

Holy Temple (홀리 템플)

The Elves' greatest secret temple, built in ancient times in a secret location to honor their spirit of sacrifice on the path to Utopia.

- Upgrades:
 - Dark Elf's Exchange research

Summoning Hall (서머닝 홀) - only available in the Avatar game mode on WizardNet

This building is used to summon heroes who were lost in fierce battles and is built in a unique style of each tribe.

Changes to old units and buildings

- White Elf
 - Now produced in Red Hall, requires Holy Temple instead of Elf Library.
- Unicorn
 - Can no longer cast the Fake spell.
 - Can now cast Blessing, which removes any passive magical effect (such as White Elf's Shield, Kelpa's Stone Curse, or Chief's Fallout).
 - Healing no longer works on Dragons, Phoenixes, and Pixies but can newly target Mana Spreads.
- Pixie
 - Can now cast Fake. Fake no longer needs to be researched in Mana Library.
- Mana Spread
 - Now possesses anti-air attack.
- Angel Elf
 - Resurrect spell no longer works on the game's strongest units (Chiefs, Tyranos, and Devils)
- Heaven
 - No longer contains Bubble Detection research.
 - Mana Potion research has moved here from Mana Library.
 - Holy Mind, the racial ability of the Elves, can now be researched here.
- Red Hall
 - Now produces Red Elf, Green Elf, and Dark Elf
- Blue Hall
 - Now produces Ranger, Blue Elf, and White Elf
- Mana Library
 - Since Mana Potion research was moved to Heaven and Fake no longer needs to be researched, only Meteor research remains.

Demons

Femme Fatale (팜므 파탈)

Female warriors of the Primitives, resurrected by a mysterious being shortly before they died to serve the Demons, these units serve as support units to make the Skeletons more powerful.

- Production Building: Death Den
- Requires: Evil Portal
- Special Abilities:
 - Recharge: Continuously heals Skeletons within the area of effect.
 - Rebirth: Regenerates a broken Skeleton.
 - Absorb: Absorbs a Skeleton to restore your own health.
 - Summon Bone Fighter: Summons a Bone Fighter from a dead body. *Note that Femme Fatale lost this spell in a later patch, and it was given to Devil instead. Femme Fatale originally didn't have any attack, but later patch gave her a ranged attack against ground and air units.*

Nightmare (나이트메어)

Units that were resurrected by a mysterious being shortly before the deaths of the Primitive Knights to serve the Demons; instead of having the powerful ground attack of the Knights, these units have a powerful air attack and cannot attack the ground.

- Production Building: Magic Den
- Requires: Hell
- Special Abilities:
 - Air Quake: Creates a powerful gust of magical wind in the air, dealing massive damage to units within range (requires level 3).

Bone Fighter (본파이터)

Summoned from the corpses of the dead by the Femme Fatale, these are powerful ground-based melee units. *Note that Bone Fighters obtained the Shadowforce spell in a later patch (greatly increases defense for a short period of time). They can also be produced in Death Den.*

Evil Portal (이블 포털)

A portal concentrating evil hearts of the Demons, where secret rituals are performed to transform female warriors of the Primitives into powerful support magic units, and where rituals are performed to make all Demonic ground units more powerful.

- Upgrades:
 - Improve Demon Ground Unit Attack (3 Levels)
 - Improve Demon Ground Unit Defense (3 Levels)
 - Summon Bone Fighter spell research. *Note that this spell no longer needs to be researched in the latest patch. Also, note that Skeleton upgrades have been moved to this building (Skeleton Attack Range upgrade and Skeleton Movement Speed upgrade).*

Fly Portal (플라이 포털)

Constructed to fulfill the desire of the Demons to stain not only the surface world but also the air world with evil, this building serves to spread evil energy through the air.

- Upgrades:
 - Improve Demon Air Unit Attack (3 Levels)
 - Improve Demon Air Unit Defense (3 Levels)
 - Increase Death Eye's Vision research
 - Increase Phantom's Movement Speed research
 - Death Eye's Corrupt spell research

Summoning Den (서머닝 덴) - only available in the Avatar game mode on WizardNet

This building is used to summon heroes who were lost in fierce battles and is built in a unique style of each tribe.

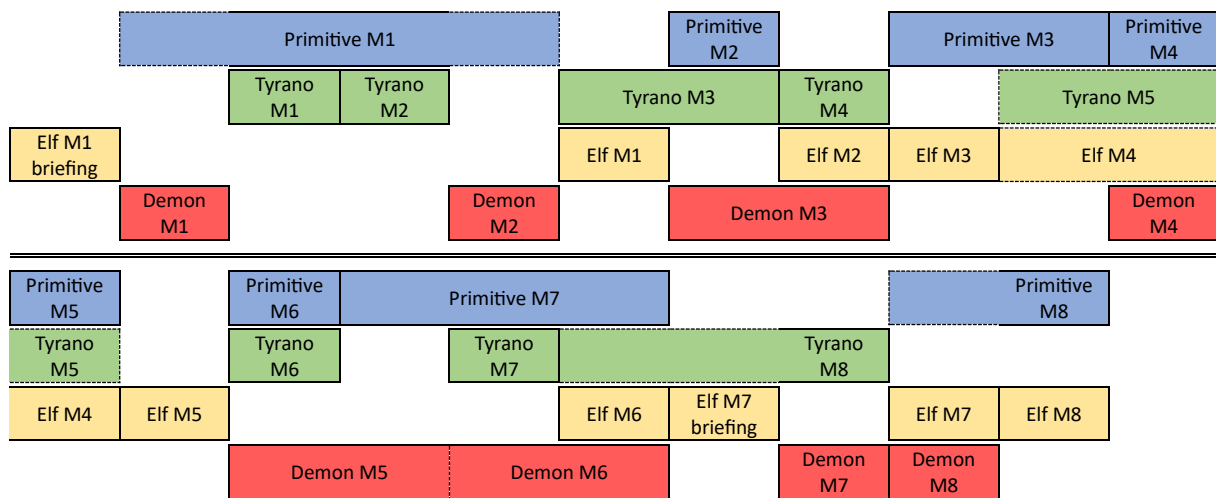
Changes to old units and buildings

- Death Eye
 - Can now cast Corrupt after researching it in Fly Portal (uses health to damage enemy buildings).
- Gargoyle
 - Now produced in Fly Den, requires Fly Portal instead of High Portal.
- Phantom
 - Now requires Fly Portal to be built.
 - Has gained permanent cloaking ability.
- Warlock
 - Can no longer cast Suicide.
- King Demon
 - Now produced in Magic Den, requires Hell.
- Dark Bat
 - Now requires Fly Portal instead of Dirty Portal.
- Devil
 - On top of Rise Death, can now cast Summon Bone Fighter as well.
- Demon Den
 - Brood Guard, the racial ability of the Demons, can now be researched here (units can consume food to increase their defense).
 - The Volcano Detection upgrade has been replaced with the Volcano Attack Range upgrade.
- Death Den
 - Now produces Bone Fighter, Skeleton, Femme Fatale, and Mud Man.
- Fly Den
 - Now produces Death Eye, Phantom, Dark Bat, and Gargoyle.
- Magic Den
 - Now produces Kelpa, Warlock, King Demon, and Nightmare.
- Dirty Portal
 - No longer contains any upgrades. Ground unit attack and defense upgrades were moved to Evil Portal whereas air unit attack and defense upgrades were moved to Fly Portal.
 - Now required for further ground attack and defense upgrades after Level 1 in Evil Portal.
- High Portal
 - No longer contains any upgrades. Skeleton upgrades were moved to Evil Portal whereas Phantom and Death Eye upgrades were moved to Fly Portal

CAMPAIGN INTRODUCTION

Campaign Mission Chronology

Before you play the game, you should probably understand how the game's story is told. Unlike the original Jurassic War 2, where the campaigns for the four tribes were mostly presented as alternative histories, each campaign telling a story of “What if this tribe won the war”, the campaigns of The Ranker expansion connect to form a single story. Unfortunately, the individual campaigns are not chronologically ordered, but instead, the missions for different sides of the conflict occur simultaneously or one after another, making it somewhat difficult to understand what's going on. As the worst example of this confusing narrative choice, there are a few missions where, between mission briefing and the mission itself, important events happen that are only shown in a mission of a different campaign. Therefore, I am including a campaign timeline so that you can make sure you didn't miss any important events. This timeline is not completely flawless and there are still some minor time continuum discrepancies, but overall, it should form a sensible story.



Campaign Characters

This is an unofficial description of the main game characters. The official description of game characters included in the game manual can be found at the end of this document. I didn't want to put it here since it contains a lot of spoilers. These unofficial texts should be spoiler free and will help you understand who's who in the game's campaign story.

Primitives

Al-fathur (알파두르)

Current Patriarch of the Primitives tribe.

Keres (케레스)

Primitives captain, superior of Radeira. Valiant warrior loyal to Al-fathur.

Radeira (라데이라)

Power Man serving under Keres. Keres's good friend.

Harashti (하라슈티)

Cunning shaman. Father of Elveris.

Elveris (엘르베리스)

Commander of the female warriors called Sylvans. Daughter of shaman Harashti.

Edith (이디스)

Member of the Sylvan troops serving under Elveris.

Janua (자누아)

Skilled Primitives builder. Along with the other Build Men, he is starting to lose patience with Al-fathur and his warriors who don't seem to be winning the war.

Heluon (헬루온)

Strong and proud Knight. Keres's friend.

Tyranos**Aesir (아서)**

Current Patriarch of the Tyranos tribe. He recently made a shocking discovery about the Tyranos.

Makahiti (마카히티)

One of Aesir's most loyal servants.

Elobello (엘로벨로)

One of Aesir's most loyal servants. A new type of mutant dinosaur called Kentros.

Elves**Zellweger (젤리거)**

Former Queen of the Elves. Mother of Shioeren and Kiana, grandmother of Levina. Passed her throne to Shioeren and dedicated her time to the creation of magical seals containing an enormous amount of resurrection magic.

Shioeren (시오렌)

Current Elven Queen. Zellweger's younger daughter and twin sister of Kiana. Very gentle. Levina's mother.

Kiana (키아나)

Zellweger's daughter and Shioeren's elder twin sister. Aunt of Levina. Supposed to be next in the line of succession for the title of Elven Queen, she was pushed aside by her mother and younger sister.

Levina (레위나)

Daughter of the current Elven Queen Shioeren and Wizard Delfierre.

Delfierre (델피에르)

Greatest Wizard of the Elves. Father of Levina.

Note that Neully, Zellweger's daughter from the original Jurassic War 2, is never mentioned in the game. However, Zika, the sword of Neully's lover Netuuka, is found in the possession of the Tyranos in one of the missions. This seems to imply that the death of Neully and Netuuka in the original game is considered canonical.

Demons**Deca (데카)**

Patriarch of the Demon tribe. Recently obtained the Celestial Sword.

Neshka (네쉬카)

A mysterious old woman that recently arrived on Jurassic Island. Capable of changing her appearance, she can be seen in the game Intro cinematic where she takes on a monstrous form to confront Deca.

CAMPAIGN OF THE PRIMITIVES

1. Janua's Rebellion

Primitives Calendar 1499, Full Moon in November

Al-fathur writes from Sellbaros:

"This war with the Elves has cost us many lives again. Everyone is growing weary, but the battles are becoming more brutal. The new Queen of the Elves has spoken of a cessation of hostilities in her letter, but everyone has rejected the proposal, and they have brutally murdered the Elven messenger. The warriors, whose nerves have been on edge lately, are left with nothing but the determination to continue killing their enemies in order to survive.

Deca obtained the Celestial Sword but has since disappeared from the Kapa Temple. All of our people fear him and want more troops on the northern front. Aesir has been focusing on consolidating his internal forces after a major clash with the Elves last month. The scouts say that the Tyranos are also preparing for war with Deca, but we cannot let our guard down. For now, however, there is a lull on the border of Bimarss.

Trouble within the tribe seems to be growing somewhat more serious. It is very unfortunate that some mechanical weapon builders are openly blaming the incompetence of the warriors for the protracted war with no apparent results. All of this is due to the war, but at this point we have no choice but to continue it. I have ordered the priests of the Hitan Temple to prepare a ceremony to ask the merciful God to help us in our difficulties... I will now return to the Asrometa Castle in Bimarss."

Janua:

We, the helpless laborers have been building buildings and forging weapons as we always have, but those with spears and bows are not winning wars, they are failing again and again. I can no longer stand by and watch all our laborers' efforts go to waste. Al-fathur is brave, but he is not wise. You must have heard the news of his loss of the Celestial Blade to Deca in Natamya. Deca will seek to destroy our tribe with even greater power.

Janua:

Harashti and I have decided that we no longer trust Al-fathur and his warriors.

Harashti:

Janua is right, Deca's vengeance is like an unquenchable fire, and his attacks have become fiercer with each passing day. Al-fathur's loss of the Celestial Sword has terrified us all. We have asked for your help, Heluon, because we want you to be our leader. If you assassinate Al-fathur and his warriors, we will stand behind you and gather arms for you. You will become our leader, and you will protect our tribe from the vengeance of Deca.

Harashti:

Please put an end to this bloody war.

Heluon:

In the end, all you want is to eliminate Al-fathur and his men, do you realize that if your plan fails, we will all die?

Harashti:

I am fully aware of that. Once you have assassinated Al-fathur and a few of his warriors, we will take care of the rest. If we continue as we are, we will all die at the hands of the Deca with the Celestial Sword. If we fail, we all promise not to say a single word to endanger you.

Heluon:

Very well, I'll take out Al-fathur and his men, and you can take care of the rest of the job.

Harashti:

By the way, let me introduce you to my daughter, Elveris. Elveris, are the Sylvan Troops ready?

Elveris:

They're not ready yet. There are some problems, so I don't think we'll be able to participate in the whole thing for a while. But it won't put a damper on our plans, will it?

Janua:

No problem, Elveris, your troops will join the battle later, and we'll get everything underway tomorrow when Al-fathur returns to Asrometa. Now, let's get back to work and prepare for tomorrow.

Mission objectives:

1. Defeat Janua's army and flee to the Berries.

2. Build a base near the Berries and secure 2000 Berries.

(Keres, Radeira, and the two Build Men who build the base must survive.)

Mission start:

Radeira:

Keres. It looks like we're surrounded. I can't see Al-fathur or any of his men.

Keres:

Perhaps Al-fathur has already been slain by Heluon. The hills are littered with Bow Machines. For now, our only option is to hide in the Razzniella-Woods, so we'll have to cut our way through.

Giant:

So, we're the only ones who survived? Damn it...

Keres:

If we don't want to join the ranks of our fallen comrades, we'll have to take out the Bow Machines in front of us. Let's take out the ones in front first. And keep the two Build Men behind you well protected. When we find a suitable spot, we'll need to build a base.

Halfway through the forest:

Keres:

There are resources there, so let's build a temporary base for now.

Build Men:

Yes, captain.

Mission end – 2000 berries gathered:

Keres:

Well, at least we're alive, but with no one to help us, we'll have to keep our wits about us from now on... Heluon, I can't believe he betrayed us all... He's not very bright, so maybe he's been tricked by someone. Hurry up so that we can all leave as soon as we're ready, because if we don't hold off the pursuing forces until we reach Razzniella-Woods, we'll be as good as dead.

Giant:

Captain! What chance of survival do we have once we get to the Razzniella-Woods?

Keres:

Well, I'm not sure, but there has been a recent change in the Queen of the Elves, and she has sent a letter stating that she wants no more war with the Primitives. She is said to be of a very gentle disposition.

Giant:

I'd rather die than be in the Elves' debt, but I suppose that there's nothing I hate more than dying.

2. Levina's Guard

Radeira:

Captain, you don't have to come ask for help yourself, why would you do that? If you die, we might all die...

Keres:

Well, I'll only be certain if I see the Elven Queen with my own eyes, heh... We barely escaped pursuit, and we're not about to be annihilated by the Elves, are we?

Radeira:

Wait! Shhhh~ Captain, there's something very wrong inside the Elven base. Look. I've never seen that Elf in black before, and those behind her are Demons. What's going on... I don't see any Elves.

Keres:

I'm guessing that Angel Elf over there is the new queen, but who is that Elf in black... The Demons haven't made any move yet... It's strange enough for the Demons to be in Razzniella-Woods, but to be in an Elven base with the Elven Queen...?

Radeira:

Ugh... the woman in black has... killed the Elven Queen.

Keres:

No... No way! Let's get back to the base. Hurry up!

Mission objectives:

1. Protect Levina and Wizard Delfierre.

2. Make your way to the Holy Temple and build a Heaven.

(Keres, Delfierre, and Levina must survive.)

Mission start:

Power Man:

Captain, an Elf named Levina, daughter of the Elven Queen, and a Wizard named Delfierre are waiting to speak with you. We asked them to wait in case they could be helpful to us.

Keres meets Levina:

Levina:

I don't know what to say. We're in such dire circumstances... The only Elves left alive are me and this Wizard. The Demons are hunting me down on the orders of the Dark Elf. Right now...

Keres:

Wait! The Dark Elf? I saw a Dark Elf kill the Elven Queen a few moments ago. Who is this Dark Elf, and why is she so powerful?

Levina:

I don't think I can talk about the Dark Elf right now. We don't have much time right now anyway. The Demons are probably right in front of your base. If we don't reach the Pride-Woods and unseal the resurrection magic in time, the Elves will be wiped off the face of the earth. I'll try to explain everything later...!

Keres:

We too have been betrayed and hunted by our own kind. How can I possibly make an immediate decision to help you? It may sound cold, but if the same Demon forces that destroyed the Elves descend upon us, we'll be as good as dead.

Levina:

I promise you, on my honor and the honor of all Elves who value honor, that if you help me now and the Elves rise again, I will risk my life and the lives of all Elves to save you from any danger.

Radeira:

Captain, the chances of us surviving the rebels' pursuit are slim to none anyway, and even if we don't help the Elves, the Demons won't spare us. It will be very difficult, but in this deadlock situation, it's in our best interest to help resurrect the Elves.

Keres:

This is going to be an adventure. The Demons closing in on us... We'll just have to fight to the death...

Levina reaches the first Demon defense line:

Game Tip

- A Bow Machine with its long range can take out Volcanoes without taking damage from their attacks.

Levina reaches the Holy Temple:

Levina:

Quick, Delfierre. Build a Heaven!

Mission end – Heaven built:

Levina:

Thank you, Keres, now the Elves can help you.

Keres:

I need your help, but I need your explanation even more. Can you tell me about the Dark Elf, who is so powerful that she can drive the Elves, who excel in magic, to destruction?

Levina:

You'll learn everything, so don't be too hasty.

3. Retake

Primitives Calendar 1499, End of November, Dream Lake

A letter from Levina, delivered by her Pixie companion:

I am traveling with Delfierre to the vicinity of Natamya, south of Razzniella-Woods, to break the third seal and summon the Green Elves, the spirits of the forest. By the time you receive this, you will be confronting the pursuers at Dream Lake.

Anyway, I'm writing this letter to you in hopes of answering some of your questions, and while I wish I could tell you the whole story for helping me, I hope you'll understand that there are some things I can't tell you just yet.

The Dark Elf is the new Queen of the Demons. Deca is dead, and the Dark Elf has used her newfound powers to take control of the Demons. Most importantly, she is the twin sister of the Elven Queen and my aunt. You said you saw the end of the Elven Queen, correct? You must have seen my aunt murdering my mother. I escaped with my life using a teleportation spell, and I had to revive the Elves in accordance with the wishes of the previous queen, Zellweger, and fortunately, with your help, I succeeded. I'll tell you the rest of the story later. I won't forget my promise to help you, so until we meet again, may good luck smile upon you...

Harashti:

Oh, wise old woman, I've been waiting for you. Just as you said, Janua was very disappointed and angry with Al-fathur, and Heluon was greedy for power. He gladly took care of Al-fathur and his men when I told him I would make him the Patriarch. I was overwhelmed with admiration when I saw that everything you said was true. First of all, I succeeded in inciting Janua to drive out the warriors and seize power. Of course, Janua seems to have taken care of that useless Heluon...

Harashti:

I'm so glad I trusted you. Could it be that you saw it all coming?

Neshka:

Heh, I'm getting old, and when you grow old you only get more perceptive with each passing day.

Harashti:

Well, I'm afraid it won't be easy to get rid of Janua. He's already built a new Increaser and is producing all sorts of great weapons, so it would be reckless to take on him with just my daughter's Sylvan Troops. I need your advice on what to do.

Neshka:

This old woman's wisdom isn't all that great, but I'll be happy to share it with you if it helps, and perhaps Chief Keres, who fled to the Razzniella-Woods could help... He's probably wandering around Dream Lake right now, trying to steal a Blacksmith. If what you're trying to achieve makes it worth cooperating with him, why don't you send some clever Sylvan to talk to him?

Harashti:

Yes, even if it's rotten, it would be handy to have a Chief around to make use of him. He seems to be quite a skillful warrior, seeing as he hasn't died yet, but I wonder if it would be like inviting a tiger to catch a wolf.

Neshka:

Oh, look at my mind... I'm getting old and forgetful... I had forgotten that I came to you today to give your daughter, Elveris, a gift. It's a rare item that makes a young woman who wears this robe invisible. I got it from a shaman's village, and they say it can be made into multiple robes, so if you put it on the right person, you can make one Keres disappear quietly. Girls can be handy too, after all. Heh heh...

Harashti:

As expected, old woman, all my worries are gone now that I have discussed everything with you. Please tell me how I should repay you.

Neshka:

What could an old woman like me ask for? I'm just happy to help and to see that things are going well. Don't worry about me. I've given you my gift, so I guess I should get going.

Mission objectives:

1. Take the Blacksmith from the enemy.
 2. After taking the Sky House, take the Revolver to the island to meet Edith.
- (Keres and Radeira must survive.)

Mission start:

Radeira:

I think it's a bit reckless. It might be premature to attack Dream Lake now. Wouldn't it have been wiser to stay longer in the Elves' base and build up our strength?

Keres:

Sure, we'd be safe behind the Elven Queen's Bubbles for now, but not forever. We don't know when the Demons will attack, and there's no guarantee the Elves will be able to protect us. If the Elves don't come up with some

unusual countermeasures, it could be a matter of time before their tribe is wiped out again. That's why Levina has set out to find the third seal and summon the forest spirits.

Keres:

We must find our own way to survive. We must gain strength. But we don't even have any good weapons right now. We'll have to fight tooth and nail because we may be done for if we don't take the Blacksmith this time.

Radeira:

I see.

Game Tip

- Upgrading the Rage ability in the Primitive's Power Increaser will allow your units to consume meat to increase their damage in combat.

Blacksmith retaken:

Radeira:

We've succeeded in capturing Blacksmith. Captain, at least we won't have to worry about weapons anymore.

Keres:

Isn't that eagle Kalma, the familiar of the great Isaaya? And a letter tied to its leg?

Radeira:

But Kalma's master is dead, so who sent the letter?

Keres:

Well, I don't know...

[Letter from Edith]

I am Edith, daughter of the prophet Isaaya. If you're reading this, you must be Keres, the only surviving Chief. I am the member of a female warrior unit, led by Elveris, the daughter of the shaman Harashti. To put it bluntly, I would like to meet you. My location is an island in the southeast of the Lake. You will probably need to take Janua's Sky House in the northeast to get to the island. I will wait on the island in the Lake until you arrive.

Keres:

So, Master Isaaya's daughter is attached to Harashti? The cunning Harashti, who betrayed Al-fathur and used Heluon, now wants to use me? I'll gladly fall for it. Anyway, now that we can produce weapons, it shouldn't be too hard to take the Sky House.

Mission end – Keres meets Edith:

Edith:

I've been waiting for you, Keres. You've finally arrived.

Keres:

I'd love to hear your reasons for wanting to meet with me.

Edith:

Harashti believes that Janua's rebellion was clearly wrong. He wishes to reunite the divided warriors. But Janua doesn't want to do that because he's greedy, so he suggests that you and I work together to kill him and ensure peace. In any case, we Sylvans believe that Harashti's plans are right, and we intend to follow them.

Keres:

Then please lead me to Harashti.

Edith:

Yes. I will.

4. Janua's End

Harashti:

You must have gotten my message through Edith, and I do not know if you will believe me, but I was truly appalled by Janua's cowardice in assassinating Al-fathur. You've probably guessed by now that after Deca obtained the Celestial Sword, Janua took advantage of the fact that everyone was trembling in fear to rise to power, and you already know that he used Heluon and then killed him in unspeakable way. Now Janua is trying to get rid of me so that he can consolidate his power. I don't want precious blood to be shed...

Harashti:

...due to tribal infighting at a time when we may not survive if we fight each other. But I am only a shaman, and I have no power. That's why I want to join forces with you to prevent Janua's greed from destroying our tribe. Well, now I want to hear what you think.

Keres:

As for me, I want to believe you. Of course, the assassination of Al-fathur remains a great shock to me. My sword will not forgive anyone who so cowardly killed the one who gave his life for his people. But for now, rather than finding out who killed Al-fathur, it is more urgent to stop the infighting within the tribe. In exchange for my assistance in neutralizing Janua, you will have to cooperate in revealing who was behind the assassination of Al-fathur by Heluon...

Keres:

...and restore Al-fathur's honor as a warrior. Even if it puts you at risk, I hope you won't back out of your proposal. If you can promise me that, I will accept your offer.

Harashti:

It's a shame you don't trust me completely. I'll take your word for it. Since I've also been used by Janua, I'd like to clarify the details of Al-fathur's assassination to prove that I had nothing to do with it. Anyway, for now, let's focus on dealing with Janua himself. Right now, he's building a fortress in Sellbaros. He has an incredible new anti-aircraft weapon called the Sky Ballista, which means it will be inaccessible by air.

Harashti:

We have no choice but to infiltrate it by ground, so I need you to take the female warriors and attack it. Edith will be of great assistance to you. Bring me news of your victory, young Chief...

Mission objectives:

1. Attack Janua's base and eliminate everyone.
2. Pursue the fleeing Janua.

(Keres, Edith, and Radeira must survive.)

Mission start:**Edith:**

Me and my female warriors have some mysterious robes that allow us stay hidden and invisible. Unfortunately, they are too small for men to wear, so let's let our female warriors wear them.

Keres:

Please watch out for the Revolvers. The Revolver is a special device designed to deal with Demons and Elves. Even if something's invisible, it will become visible once the Revolver is nearby. Don't let your guard down, or you'll get killed.

Edith:

Don't worry about Revolvers. I know all about them.

Game Tip

- Sylvans have a Detector ability. Additionally, Sylvans can become cloaking units when equipped with Fade Robes, and they can plant time bombs while carrying Blaster item.

Mission end – Janua is fleeing:**Keres:**

Janua has fled. Edith, hold this position, warriors, go after Janua!

Keres:

Ah, Heluon! My friend, warrior among warriors, you are alive! I heard that you were used to murder Al-fathur and died at the hands of Janua. How could a good man like you make such a mistake... No, but something is wrong with you...? What happened to you?

Heluon:

Keres, I have indeed died and have been revived. My vengeance against Janua brought me back to life. I was reborn as a Demonic Nightmare, determined to become strong enough to never again lament my foolishness. Alas, I cannot consider you a friend anymore. But as a former friend, I will help you one last time... It's true that Janua slashed my face open and left me bleed to death in the middle of the desert, ...

Heluon:

...but Harashti was behind it all. It was Harashti who enlisted me to assassinate Al-fathur, and it was Harashti who manipulated Janua into the rebellion. I could go kill Harashti myself, but I want you to kill him for me. That way, you can secure your position among the Primitives...

Heluon:

Now, this is my last gift to you. Use this "Ring of Power" to eliminate Harashti. It will give you strength when you need it most. May the God bless you with victory, then, and remember. From this day forward, we will each go our separate ways, and from this day forward, I am no longer your friend. May you possess the strength to stay alive...

Keres:

Heluon! My friend! How can go down the path of the Demons, O God, if your mercy remains on this earth, set him free from this harsh fate!

5. Ruse

Elveris:

Father, why did you leave the important task of killing Janua to Edith instead of me? Even without it, she's acting all smug while bossing around my Sylvan Troops. I can't stand it, it's so frustrating. It's a shame that we let her join the Sylvan Troops in the first place, with her arrogant attitude about being the daughter of a great prophet. How can I maintain the discipline of the Sylvan Troops if they listen to that arrogant Edith more than they listen to me?

Harashti:

My dear Elveris, why are you so angry? It breaks my heart to see the shade on your pretty face. I knew all along that you disliked Edith, so why would I entrust her with an important task? It was too dangerous for you to go kill Janua. If Keres took you hostage to blackmail me, would I not be forced to play into his hands?

Harashti:

But now that Janua is dead, let us send both useless Keres and Edith to their deaths. Trust me, I have a good plan in mind.

Elveris:

What good plan?

Harashti:

I'm going to ask Keres and Edith, who are returning to Bimarss, to wipe out the Tyranos at the mouth of the Lomit Valley. Instead of providing them with reinforcements, you will lead your own army to strike at the backs of Keres and Edith, killing them both as if they died during the battle. How about that, that would certainly put your worries to rest, wouldn't it?

Elveris:

Great. Then I'll hurry up and get ready to leave.

Mission objectives:

1. Eliminate the Tyranos.
2. Kill Elveris.

(Keres, Edith, and Radeira must survive.)

Mission start:

Edith:

Keres, we've both been ordered to go straight to the entrance of the Lomit Valley, east of Linia, and exterminate the Tyranos. You will obey your orders, right?

Keres:

Are you insane? You want us to go like this? We have no resources, no supplies, and our soldiers are exhausted. It would be suicide to go to Linia in this condition. Naïve Sylvan, you may think Harashti is a noble man, but he's despicable and cunning, waiting to dig your grave. Do you understand?

Edith:

Well, I'm a member of the Sylvan Troops, led by Harashti's daughter. If I don't listen to my superiors, that's inexcusable...

Keres:

You're stubborn. Hey, Radeira, I want you to go to the Elven Queen and ask for her reinforcements. I can't stand by and watch that foolish Sylvan die, so I'll do what I can...

Radeira:

Understood, I'll head straight to the entrance of the Lomit Valley as soon as I receive reinforcements.

East of Linia

Keres:

The enemy outnumbers us, so we've set up booby traps to start with. The only way to kill them is to lure them in little by little, so be careful not to hurt yourself.

Upon entering the valley leading to Tyranos' base:

Lomit Valley Entrance

Radeira returns with Elven reinforcements, including Reka, Dinah, and Kevela (after a set amount of time elapses):

Radeira:

Green Elves and Unicorns have arrived as Elven reinforcements.

Keres:

Both sides are our enemies, so if they want to survive, tell them to fight on their own!

Elveris's forces attack your base (they must be allowed to reach your Sanctuary for the dialogue to be triggered):

Edith:

I thought they were reinforcements from our tribe, but they're attacking us. What's going on?

Keres:

Naïve girl, do you understand now? They're here to bury us. If you don't want to die, fight.

Mission end – Elveris killed:

Keres:

First, I killed your superior, Elveris. And now my valued subordinate, Radeira, has been captured by the enemy. We need to get more support from the Elven Queen to defeat Harashti. Edith, what do you intend to do now?

Edith:

You were right. Elveris stabbed me in the back... It looks like my judgment was wrong. Let's attack Harashti together.

Keres:

Ah, but first, it seems we have a problem. We may have gone too far into enemy territory to kill Elveris. Harashti's army has already surrounded us. We're without Radeira, and not a single Green Elf in sight. What a disaster...

6. Keres Strikes Back

Elveris:

Alas, where am I? What has happened to me? I can't move my body.

Neshka:

Lay down, my dear, you won't be able to move yet.

Elveris:

Oh, old lady? I was knocked unconscious by Keres's sword, but I'm not dead, am I? Oh, did you save my life old lady?

Neshka:

Yes, my dear, you were struck by the sword. By the time I came to you, you had already lost too much blood. Now, Elveris, don't be alarmed and listen to what I have to say. Your body is now undead. You are no longer the same Elveris, but that is not a bad thing. For you have new powers.

Elveris:

What do you mean? No, no, no, no, no, no! My body ahhhhhhh!

Neshka:

Yes, now you have a new body. But what does it matter? You're still beautiful, and where we're going, everyone will love you the way you are. You'll get used to it. And you'll be very happy with your new abilities.

Mission objectives:

Eliminate Harashti and rescue Radeira.

(Keres and Edith must survive.)

Mission start:

Giant:

I bring two Build Men who ran away from the enemy camp. They asked to see you Keres, as they have something to tell you.

Keres:

Bring them in.

Build Men:

We are engineers who make Sky Ballistae. We worked for Janua and sided with the Rebellion. But now we don't want to be on Harashti's side. Harashti is always plotting, using everyone, making enemies of everyone. We don't trust him anymore.

Keres:

So, you want to work for us?

Build Men:

Yes!

Keres:

I see! Thank you... Now, before we go into battle, I want you all to listen carefully. The enemy is using the ruined Asrometa Castle as a base. With only one entrance, there must be layers of enemies all the way to where Radeira is being held. Brace yourselves. Once you've confirmed that the Elven Queen's new reinforcements have arrived, tell everyone to get into battle formation...

Elven reinforcements arrive – After Iron Increaser is built:

"Reinforcements sent by the Elven Queen have arrived."

Encounter with enemy Power Man:**Keres:**

Tell us where Radeira is!

Enemy Power Man:

I'll tell you, but please spare me... Ugh... He's being held in a room to the southeast...

Encounter with Harashti:**Keres:**

Harashti, I thought I made it clear to you. I told you that I would find out who was behind the assassination of Al-fathur, and that he would die by my sword. You conspired, incited Janua, and manipulated Heluon into assassinating Al-fathur. Heluon is alive and has told me all about it.

Keres:

As if that weren't enough, you wanted to kill Janua in order to seize power. You used me, and this time, when I had outlived my usefulness, you had the audacity to attack from behind in the Lomit Valley to kill Isaaya's daughter, Edith, and me all at once... You are so guilty that you don't deserve such a dignified death.

Harashti:

Yeah... there's no need to say anything else now... Cough... I die like this... You're a fool if you think that killing me is the end of it. Hehe... My daughter, Elveris, will surely make you pay for everything.

Keres:

What are you talking about? You don't know your daughter Elveris is dead?

Harashti:

No, she's not dead. She's after your head!

Mission end – Radeira rescued:**Radeira:**

I thought I was going to die, and I'd never see your face again.

7. Elveris's All-Out Assault**Knight 1:**

Now that Al-fathur, Janua, and Harashti are all dead, does this mean Keres will be the Patriarch?

Knight 2:

I think so. But I honestly don't trust Keres either. Though I suppose he's better than Harashti.

Knight 1:

Why do you say you don't trust Keres?

Knight 2:

He has the support of the Elves, who have recently grown stronger. He's borrowing their power. Then what will happen. The Elves will surely demand payment for the power they have lent. Perhaps they will subjugate the entire Primitives tribe to serve them just as the Elves have subjugated the Wizards. If that happens, Keres will have to cling to the Elves to survive. Indeed, no one can be trusted.

Knight 1:

Ah, perhaps it is a good thing, for the future of our race is indeed bleak...

Knight 2:

Oh, it looks like someone's building a base over there... Who are they?

Knight 1:

The Demons are invading! Let's hurry to the base, Alisena...

Mission objectives:

Defeat the forces of Elveris.

(Keres, Edith, and Radeira must survive.)

Mission start:

Vitus Village

Batak Village

First group of Bone Fighters and Mud Men defeated:

Keres:

The Skeletons are coming. Strangely, unlike before, there's a powerful magical force behind them. No matter how strong the enemy is, I want you to fight with all your might.

Elveris reached:

Keres:

Elveris, you have survived and became a Demon. Someone's been playing strange tricks with the Skeletons. Regardless, the way you look now suits you well.

Elveris:

Hmph. You've got it right, Keres... Prepare to die!

Mission end – Elveris defeated:

Elveris:

I have a score to settle with you, Keres. While I am disappointed having to retreat and failing to kill you, I promise you I won't fail next time. I will kill you and use you as a sacrifice to my father's spirit.

8. Unwanted War

Keres's Letter to Levina

I have heard that you and the Dark Elves have joined forces and set out to subdue the Demons. You have asked me for reinforcements, but not only am I unable to send them, but I am leaving today to invade the Elven Forests. In the past I have helped you, and you have helped me. Now I believe we have no more light left in each other. Of course, we have been good friends. But my people are suspicious of me because of the fact that I have united my people with the help of the Elves, and they feel threatened by what ambitions the Elves may have for our people. Therefore, I find myself in a situation where I must show some decisiveness in order to make my people believe in me and follow me. To avoid war with you as much as possible, I will attack the Elves while you are away on your expedition. I hope that after the expedition you will make your home elsewhere and never return to the Forest. I do not wish to fight you. I am desperate to avoid the miserable prospect of having to kill you with my own hands. I know that you will feel betrayed by this letter, and I feel deeply guilty. But I hope you will understand, at least a little, that I have been forced to make this choice because the survival of my tribe is more important to me. Then one day, when I will meet you again, I will apologize to you formally.

Radeira:

Chief Keres, you may say that the infighting is over, but the entire tribe is very uneasy right now. Public sentiment is filled with distrust of you simply because you have enlisted the help of the Elves. The fact that Harashti has been framing you and spreading lies about you until his death may have something to do with it, but it seems to prove that there is a great deal of resentment towards the female-dominated Elves. Our tribe is accustomed to a male-dominated social order, and to see a Wizard acting as a laborer for the Elves is deeply humiliating.

Radeira:

They think it's better for a man to die fighting than to work for a woman. With all due respect, everyone says that Chief Keres is going to become attached to the Elves.

Keres:

What a predicament. Isn't this the same situation we were in when Al-fathur was murdered? At that time, public sentiment was uneasy and did not support Al-fathur, which became a pretext for rebellion. I must prevent further losses at all costs. If we can take advantage of the Elven Queen's absence from the Forest and take control of it, we will no longer have to worry about being tied to the Elves. Radeira, prepare to depart.

Radeira:

Are you sure you want to turn the Elven Queen, who has truly helped us, against us?

Keres:

Don't argue, just do as I say. The hidden truth is not important. What is seen is more important at this moment. I could tell them a hundred times and they would not believe me. Going to war with the Elves is the last way to convince them of their foolishness.

Radeira:

Even you, Keres, would betray someone for political reasons.

Keres:

I am aware of that. I suppose what you're trying to say is that I've changed....

Mission objectives:

1. Wipe out the Elves and the Tyranos.
2. Kill Levina.

(Keres and Edith must survive.)

Mission objectives:

Build Man:

For some reason, the carnivorous dinosaurs are harassing us to the point where we're sick of building a base.

Keres:

That's odd. Perhaps the Tyranos from that camp on the other side are playing some tricks on us? We'll just have to hurry up and build a base, and then get rid of those suspicious Tyranos.

Mission end – Elves and Tyranos defeated:

Aesir:

The Elven Queen has done you no wrong, so how dare you carelessly raise your blade against her? You ungrateful bastard!

Levina:

If you have to do this to me, you must have a good reason. I promised you once that I would protect you with my life and the lives of all the Elves, and if it comes to the point where either you or I must disappear, it would be me.

But don't blame yourself, because my death only means that I will disappear from this world, not that I will be extinguished. I will go with all the Elves to the Utopia of the Souls. I will not be able to help you in the future, because the Elven race will disappear from this world. Do not cry. And please, deepen the trust within your tribe and build a great empire. Always remember, you and I both have an invisible enemy waiting for us to fight each other and destroy ourselves.

Edith:

I understand you now. How heartbroken you must be, and how much you care about the future of our race.

Keres:

No, you don't. I was cowardly, acting in the same way as those I despised. I harmed an innocent person for a purpose. I have committed a great sin against Levina. She trusted me, and she always helped me when I asked for help. I can never forgive myself that I did this to her in the name of preventing our race from being divided...

Edith:

I know how you feel about her. But there's no turning back now. As soon as everything is settled, let us leave this cursed island full of sad memories. Let's go to a new and wider land, where we won't be caught up in any more unwanted situations. According to the legends my father told me, there is a continent where our ancestors lived.

Keres:

I have no more regrets left in this place. I really want to leave...

CAMPAIGN OF THE TYRANOS

1. Makahiti's Betrayal

Aesir's Record from Aldino:

Last October we fought a fierce battle deep into the Pride-Woods, the territory of the Elves. The Elves defending the village surrendered, unable to hold out any longer, and I learned of the whereabouts of the Magic Mirror from the Elven elders, who were unexpectedly forthcoming about it. They advised me that I must enter the shrine alone, and despite everyone's protests, I somehow felt compelled to take their advice. Overcome by a strange feeling, I obediently walked alone into the shrine. And there it was, the Magic Mirror I'd heard so much about. I stood before the Mirror and waited to see what it would show me. What was the truth I wanted to know, I wondered, for I had fought my way through a rough battlefield without even realizing it. After what seemed like an eternity, the Mirror slowly began to flicker to life, and in it I saw a tiny, young, baby dinosaur stumbling backwards in a pitifully frightened state... Damn... maybe that was the truth about me that I didn't want to know. Sadly, I was forced to admit that Deca's taunts had been based on truth. I realized that it was his filthy vengeance that had created me, that his anger flowed in my blood and cursed me to this day, that it was Deca's curse upon me that had caused me to kill again and again, unaware of my true origins. I walked out of the shrine, knowing that my only choice now was to return to my true form. I will no longer forgive Deca and the Demons.

Aesir:

Makahiti, Elobello, I trust you two to be my most loyal servants. So, I will tell my plan to you and you alone, will you listen and follow it?

Makahiti:

Just give us the word. We'll follow through.

Aesir:

Through the Magic Mirror of the Elves, I have seen how the strife on this island began. It was Deca's vengeance. He created the Demons and called in foul spirits to defile the island. We, too, were once ordinary dinosaurs, but our bodies and minds were tainted by Deca's evil will. So, in order for us to regain our true form, we must destroy the Demons. Do you understand me?

Elobello:

Then what is it that we must do?

Aesir:

As soon as you return, gather all your forces, and move cautiously to Karrbilla. Deca is currently lurking in the Kapa Temple in Nusakama, and if we can ambush him and kill him, we'll have a good chance of defeating the rest of the Demons.

Elobello, Makahiti:

Yes. Patriarch!

Mission objectives:

Find the Berries, build a Tyrano Nest and an Egg Nest, and defeat Aesir.

(Makahiti must survive.)

Mission start:

Makahiti:

I will never be an ordinary dinosaur. Go back to being a powerless dinosaur, hunted and eaten by humans! I don't want to go back, Aesir, but you can either die or go back to being a dinosaur! Elobello hasn't arrived yet, so the time to kill Aesir is now. Hey, Dinos!

Dinos:

Yes!

Makahiti:

How many workers are standing by now?

Dinos:

Five right now.

Makahiti:

Then follow me with them! I urgently need to build a base.

Dinos:

Okay.

Enemy warriors next to Berries are destroyed:

Game Tip

- Build your base near the Berries.

After building Tyrano Nest and Egg Nest:

Makahiti:

Argh... Elobello has arrived from Aldino with his reinforcements. Aesir's camp has too many men. The odds are stacked against me now. Argh... I can't kill Aesir like this!

Neshka:

What are you so sad about, don't be sad. There must be something I can help you with, tell me.

Makahiti:

Don't be ridiculous, you old hag! Go back to where you came from before you get on my nerves and I kill you! I'm screwed now.

Neshka:

Heh heh! I may be an old hag, but I can help you. I know how to use some magic... Why? Are you trying to kill Aesir? Ugh, it's hard to stay alive if you're that reckless. Hey, young Tyrano, don't worry, you can go to Aesir's camp. I'll use my magic to turn Aesir's soldiers into ordinary dinosaurs. Then you can easily capture Aesir...

Makahiti:

How can I believe an old hag like you? I don't even know where you came from?

Neshka:

I'm trying to help you. And as it stands, you're going to die by Aesir's sword in battle anyway. It's not worth it. You see? Well, let's go! Hurry!

Mission end – Aesir defeated:

Aesir:

Makahiti, you betray me! How can you do this to me? How dare you!

Makahiti:

I don't want to go back to being an ordinary dinosaur, so I have to...

Makahiti:

Oh, damn it, Elobello got away! He didn't even turn into a dinosaur. Is it because he is a new type of mutant dinosaur? What are we going to do, old lady?

Neshka:

I don't know, so you'll have to figure it out. First, I need you to hand over the captive Aesir to me. Don't worry, I'll turn Aesir into a dinosaur so no one will recognize him and dispose of his body. That way, you're not going to get screwed, right?

Neshka (to herself):

You're so foolish and stupid, young Tyrano! When Aesir comes back to life, you're going to end up pretty confused on a sacrificial altar...!

2. Elven Invasion

Neshka:

Listen, young Tyrano, you're going to have to think on your feet. Right now, the Tyranos here are bewildered by Aesir's disappearance and wondering what's going on. The sooner you can divert their attention away, the sooner you can take control.

Makahiti:

What do you mean divert their attention, old lady? And my name is Makahiti!

Neshka:

Okay, Makahiti, anyway, this is a secret that I'm going to tell only you. The truth is, Deca is dead. And the Demons are now ruled by a woman named Kiana. The Demon Queen has started a war with the Elves, but there's a problem. Her vanguard has been captured by the Elves, and she's in a bit of a bind.

Makahiti:

What? Deca is dead? Why is a woman who was strong enough to kill Deca and become a queen struggling in a war against the Elves?

Neshka:

No, you don't know what you're talking about, the Demons haven't gotten out of Elborooa Island yet because they haven't gotten as many ships ready as they need. Once the Demon Queen arrives on the battlefield, the Elves will be inevitably defeated, no matter how good they are at skipping and jumping. But it will take time for all the transport ships to be ready, so if you use that time to rescue the Demons captured by the Elves, the Demon Queen will see you as an ally.

Neshka:

It's a good opportunity, since it's only a short distance from Karrbilla to Razzniella-Woods.

Makahiti:

Better yet, why don't we catch the Demon Queen on her way and attack both her and the Elves?

Neshka:

There is an order to everything! If your ambition is to rule the entire island, it would be wise to side with the Demon Queen now. If the Demons attack you along with other tribes, you'll be doomed. But if you join forces with the Demons to invade other tribes, it will be a breeze...

Makahiti:

Really? I'm starting to think you're right. Very well then, I'll take your word for it. Elves are a thorn in my side, and it would be a relief to get rid of them.

Mission objectives:

1. Rescue the Tyrano workers and build a base in the Forest.
2. Rescue the Demons and destroy all Heavens.

(Makahiti must survive.)

Mission start:**Makahiti:**

The workers we sent earlier were captured by the Elves? Aah! Bunch of idiots...!! Why didn't you send soldiers to protect the Dinos...? Send Pteras and a transport to wipe out the Elven camp to the southeast and rescue the workers!

Game Tips

- Hunting dinosaurs gives you experience, and experience helps you level up.
- Units can gather meat from hunted dinosaur to restore health.
- If you research the Haste ability in the Upgrade Nest, your units can increase their movement speed by consuming meat.

Dinos are rescued:**Makahiti:**

The workers are back, so let's get moving!

Base established:**Rise Zombie:**

The Elves are starting to execute the Demons one by one! If you're here to rescue us, please do it quickly!

Makahiti:

Hey! You're the ones in need of help, and you're being so impatient! Cheeky! Did you hear that? There's no time to lose! Tell the workers to hurry up!

Rise Zombie:

The Elven forces are almost entirely ground based. It would be nice if you could take over the air and pin down the ground forces.

Pteras:

Then I suggest we attack with Twin Pteras. Captain!

Makahiti:

Yeah? I see. Tell everyone. We'll attack with Twin Pteras, so get ready!

Game Tip

- You need Sky Nisdos to produce Twin Pteras.

Demons are rescued:**Makahiti:**

First, break the Elf Trees to rescue the Demons! Then kill all the Elves and destroy their Heavens once and for all!

Mission end – Elves wiped out:

Kiana:

I have heard your story from Neshka, and I understand it well. You have made a very wise decision, Tyrano... I accept your wish to cooperate with me.

3. The Assault on Elobello

Makahiti:

I am so glad I listened to you, old woman. The Elves crumbled to dust before the Demon Queen. The Tyranos just stood by and watched and got southern parts of Razzniella-Woods and Pride-Woods. You were right saying it would be a breeze. The Demon Queen's army is very strong indeed. We should avoid fighting with her for the time being.

Neshka:

Now, Makahiti, do you intend to return to Aldino?

Makahiti:

Perhaps. Once I return to Aldino, I need to organize my army in the Lomit Valley and prepare to attack the Primitives.

Neshka:

But first, you should watch out for Elobello. Since he ran away, he's probably waiting for you in Aldino. Don't let your guard down.

Makahiti:

Granny! Don't worry. He's no match for me anymore. With the forces I have now, how can he expect to defeat me??

Neshka:

Well, I hope you make it back safely. I have somewhere to be, so I'll be heading off.

Mission objectives:

Gather your scattered allies and destroy the enemy Tyrano Nest.

(Makahiti must survive).

Mission start:

Makahiti:

No way! You bunch of ugly bastards! Did everyone get attacked by Elobello and scattered like this? I will not let this bastard Elobello get away with this! I'll have to gather the scattered soldiers first, or I could die here!

After reaching the first cave:

Makahiti:

This cave leads to Aldino, so I'm sure the soldiers are scattered there.

After finding the sword on the ground:

Makahiti:

Huh. This is the sword Zika. They must have been in a lot of hurry, leaving such a good weapon behind. I can't believe something like this belonged to someone in the Elobello's camp.

After gathering all the allies:

Makahiti:

Okay, so that's the camp of that rat Elobello, right? Listen up, everyone! Destroy that camp and bring Elobello's head to me immediately!

Mission end – Tyrano Nest destroyed:

Makahiti:

Elobello escaped! I'm furious! Go after him!

Neshka:

Don't bother. He has fled to Trinica Temple, an old temple in Razzniella-Woods, and I have set a trap for him there, so he's as good as dead. It is a labyrinth that once entered, can never be exited until the four keys are found.

4. Escape from Trinica Temple

Makahiti's Story

Neshka, I honestly don't know when I became a mutant dinosaur. When I came to my senses, I was already on the battlefield. Fighting and killing, fighting and killing. That's what my life is all about. I don't really know anything. All I've ever learned is to kill. I don't want to be anything other than a mutant dinosaur now. Why? Simple. I'm a mutant now, and a mutant is who I am. If I look like this because I was infused with Demon blood, then that's who I am, and it wouldn't be strange at all if I were to become one of their servants. That's who I am. If I were to become one of those dinosaurs in the field, would it be really me? That wouldn't be me. Fighting, killing, and surviving is all I have now. That's all I know and all that matters to me right now. If that's because I've inherited the blood of the Demons, so be it. If it wasn't for that, there would be no meaning to life for me. I'll just live this way, fighting and killing, until I die. If fighting and killing and winning means survival, then that's the best option I know right now. Living as a normal dinosaur as Aesir desires is no longer my survival, but the survival of others...

Elobello:

We must find Aesir no matter what. He must still be alive somewhere, given that we haven't found his body yet. That rascal Makahiti is a great danger to our entire race, running amok and calling on the Demons for help.

Dilophos 1:

So, what are we to do now? Aesir's whereabouts are unknown, and our efforts to stop Makahiti have been thwarted. What more can we do now that we're being hunted by Makahiti?

Elobello:

I don't know. We'll just have to keep looking for Aesir! For now, let's try to hide in that temple.

Mission objectives:

1. Defeat the Demons guarding the four keys and secure the four keys.
2. Once you obtain all the keys, escape from the temple.

(Elobello must acquire the 4 keys and survive.)

Mission start:

Dilophos:

Elobello, something is wrong with this temple. No exit can be found.

Elobello:

Oh no... Is this the infamous Trinica Temple? My momentary lapse in judgment resulted in a big problem. This labyrinth is a terrifying place that you'll never get out of unless you find the four keys inside! We're trapped in this place, and I can't imagine how this could be a good thing!

Dilophos:

Oh, no, the Demons have infested the temple!

Elobello:

Demons? Be careful and stay alert. It looks like one of the Demons helping Makahiti lured us here and laid a trap for us. We need to find the keys to this place and escape. There are Berries in the temple, so order the Dinos to build a nest first.

Room of the First Key

First key obtained:

Room of the Second Key

Elobello:

The survivors on our side made the same mistake I did. Entering this temple... Well, at least we'll have an easier time defeating the Demons and securing the keys.

Second key obtained:

Elobello:

It looks like Makahiti's pursuers are still out there, intent on burying us alive in Trinica Temple. But we have no choice. Once we're in, the only way out is to stay alive...

Room of the Third Key

Third key obtained:

Room of the Fourth Key

Fourth key obtained:

Elobello:

That's the way out. Let's move towards the exit!

Mission end – Exit reached:

Elobello:

Is this the exit?! Whew... We made it, we made it.

5. The Eyes of Pica-Tyrano

Elobello:

Oh, my God! I thought I managed to get out of Trinica alive, but perhaps the heavens don't care. They're putting me up against Pica-Tyrano! I have no strength left to flee, and I would rather have died in Trinica by the Demons' sword... I wish I had given up hope of ever finding Aesir and died by the Makahiti's sword!

Pica-Tyrano:

You must be Elobello... I'm the master of this temple... I am pleased to meet you.

Elobello:

Uh... how..... how do you know me...??

Pica-Tyrano:

It's strange that you think I don't know about you. I know everything that happens on this island. Are you surprised I didn't eat you? Heh heh. Anyway, there are some things you should know. Maybe it's too late, who knows. But I have a feeling that with your tenacious nature, you might be able to turn this seemingly hopeless situation around.

Elobello:

You are unlike any Pica-Tyrano I've ever seen.

Pica-Tyrano:

Pica-Tyrans were originally guardian deities of the dinosaurs. They inherited extraordinary powers from an ancient god. The Pica-Tyrans you saw were also protectors of the dinosaurs, but when Deca tried to mutate them, they went mad and became ferocious. Fortunately, I am strong-willed and was able to overcome his magic with my own will.

Elobello:

And the Trinica Temple...?

Pica-Tyrano:

As you know, my temple has been infested with Demons, a rotten-smelling hag has filled my forest temple with rotten things. I can no longer return to my shrine. How can I return to a temple where the Demons rampage... I don't know what she wants. I don't know why she came to this island, or what she hopes to gain from it, but she is setting this island on a path of self-destruction.

Pica-Tyrano:

She wants to make sure no one survives. I'm counting on you as a protector of the dinosaurs.

Elobello:

I can't do anything now. What can I do?

Pica-Tyrano:

No, you are very much alive. Didn't you defeat the Demons of Trinica and escape? Now listen to me carefully. Long ago, when I was protecting the dinosaurs, I fought a Primitive named Al-fathur, and he took both my eyes. He didn't know it, but my eyes have a mysterious power, and when destroyed with magic, they can turn even mutated dinosaurs back to normal.

Pica-Tyrano:

My eyes are now in the possession of a man named Harashti. You must now go, with the help of the Elves, to retrieve the two eyes from Harashti, save Aesir, and return the dinosaurs to their original state. Perhaps the Elven Queen, Levina, is wise and will be willing to help you. Oh! There's one last thing I need to tell you. Aesir you're looking for is the T-Rex that Makahiti is riding on. Now go!

Mission objectives:

Take the Eyes of Pica-Tyrano from Harashti.

(Elobello and Levina must survive. There are 2 Eyes of Pica-Tyrano, one hidden in Elveris's and one in Harashti's main camp; Elobello must possess 2 Eyes of Pica-Tyrano).

Mission start:

Elobello:

I'm afraid we're in for a rough ride. Since we can't retrieve the Eyes of Pica-Tyrano with our own strength, we'll have to ask Elven Queen Levina for help... All of you, stop dawdling and run!

Levina:

Tyrano warrior, are you asking me to help you retrieve Pica-Tyrano's Eyes that Harashti possesses?

Elobello:

We Tyranos were mutated by the Demons. We have to turn back to our original form. To do so, magic must be used to cast a spell with the ability to destroy the Eyes of Pica-Tyrano. But we have no magic powers. Please help me and my fellow Tyrano warriors.

Levina:

Okay, I'll help you. After all, Harashti has been a problem for us as well, attacking the Elves several times for no reason. It won't be easy, though, because Harashti's daughter, the Demonic sorceress Elveris, is helping him.

Mission end – Elobello possesses both Eyes:

Levina:

I'm glad to hear you made it back safely and recovered the Pica-Tyrano's eye.

Elobello:

It's all thanks to your help.

6. Rescue

Tyrano messenger:

Elobello escaped from the Trinica Temple and took refuge with the Elven Queen.

Neshka:

Makahiti, now is not the time to be so carefree. Elobello has escaped from the Trinica Temple and taken up with the Elves. I'm sure he's plotting to do grand things with the Eyes of the Pica-Tyrano and the magical powers of Levina, so this is not the time for you to be like this.

Makahiti:

Pica-Tyrano's eye?

Neshka:

Yes, it's a magical object that according to legends has great powers. In order to do anything with the Eye of Pica-Tyrano, they'll need fire mages among the Wizards, who live in deep connection with Pica-Tyranos and borrow their powers to cast magic. If we capture them and hide them in Nusakama, where the Demons hold sway, they will come on their own and fight the Demons to their death. So, we must raid the Red Wizard's village and capture them.

Makahiti:

We'll have to enlist the help of the Demon Queen.

Mission objectives:

Rescue all the Elven Red Wizards and Aesir.
(Elobello and Levina must survive.)

Mission start:

Levina:

If we don't rescue the Red Wizards, I won't be able to cast the spell even if I have the Eyes of the Pica-Tyrano. So, we have no choice but to fight the Demons.

Elobello:

Makahiti worked with the Demon Queen to kidnap the Red Wizards. I'm so angry and upset that they're luring us into this trouble. It's like they're toying with us, isn't it? Makahiti's not very bright, and it's clear that he's got someone on his side giving him advice.

Levina:

It can't be helped. Right now, we need to rescue the Red Wizards quickly. They might kill the Wizards if we give them too much time, so we have to hurry.

After having rescued one of the Wizards:

You have rescued the Xth Wizard.

Mission end – all Wizards are rescued and Levina meets Makahiti:

Levina:

So, the Tyrannosaurus rex that Makahiti has been riding all this time was your Patriarch? Let's quickly use one of Pica-Tyrano's eyes to turn him back into his mutant form. I'll call the Wizards we rescued and order them to prepare for the ritual.

7. Summoning

Aesir:

Thank you so much for rescuing me. Levina is your name? Levina, I really don't know how to thank you enough. All that time spent under Makahiti's butt has been painful.

Levina:

No, your valiant man has come close to dying for you many times. You should honor him.

Aesir:

Thank you so much, Elobello!

Elobello:

I'm glad you're safe, but things aren't looking good right now. We're surrounded by enemies on all sides and can't get back to the Elven realm of Razzniella-Woods.

Levina:

I wouldn't say it's hopeless, as there are still ways to overcome our numerical disadvantage. I've been studying the magic of summoning and teleportation for a long time. For some reason, summoning distant Elves can sometimes fail because their magical powers radiate conflicting energies, causing friction.

Levina:

That's why you'd have to fulfill specific conditions to be able to summon them, but since the Tyranos don't use magical powers, it should be possible to summon distant Tyrano allies without any problem.

Elobello:

Then please allow me to summon the remaining forces of Aesir's followers in Ellercast.

Levina:

We should be able to do so.

Mission objectives:

1. Build a Summoning Nest to summon allies.
2. Defeat the enemies.

(Aesir, Levina, and Elobello must survive.)

Summoning Nest built:

Aesir:

Levina, thank you so much for building the Summoning Nest.

Levina:

Well, at this point, we all have to either win or die. I have a feeling that the outcome of this battle will determine the fate of the island in the future.

Mission end – Enemy Tyrano Nest or Demon Den destroyed:

Elobello:

There's no sign of Makahiti, he must have fled already.

Aesir:

I suppose so. When we meet again... I'll never let you return alive, Makahiti, you worm! He seems to have fled north.

Elobello:

We'll have to head north to catch him, then. Anyway, Patriarch. It's amazing that we've wiped out so many enemy forces.

Levina:

It's too soon to celebrate. The Demon Queen will soon march in with a large army. Now that the way is clear, I must return to Razzniella-Woods to prepare for the battle against the Demons. But as soon as my work in Razzniella-Woods is done, I will travel north to join you.

8. The Showdown

Makahiti:

Neshka... that hag tricked me and disappeared! She told me that if I handed Aesir over to her, she would take care of the body! Oh my, I shouldn't have believed that old hag's tales all this time! The southern part of Razzniella-Woods and Tellma Ravine is already occupied by the Elves, and the northern part is hard to navigate, covered in snow from the glaciers, and I'm supposed to fight Aesir there? But I'm not going to die so easily, so we'll see. Hey, Dinos!

Dilophos 1:

Yes. Patriarch!

Makahiti:

Tell them to use the rugged terrain of northern Tellma Ravine to build Nests and ambush the army!

Dilophos 1:

Yes, I will tell them so.

Mission objectives:

Kill Makahiti.

(Aesir and Elobello must survive).

Mission start:**Elobello:**

It is time for the final showdown with Makahiti.

Aesir:

Right. The terrain is snowy and undulating, so we'll need to navigate well. Let's combine the Ramphos to explore. But we don't have any workers who can build Nests right now, do we?

Elobello:

Yes. I think we lost them all on the way here.

Aesir:

Then I suppose we'll just have to take the enemy's Nests and make them our own.

Aesir meets Makahiti:**Aesir:**

I have waited for the day when I was finally going to kill you. Considering how many from the four tribes have died while fighting each other in the chaos caused by your greed, I don't think I'll be satisfied with just taking your live.

Makahiti:

You're making a big fuss in front of me right now, but you've brought this on yourself! If it weren't for your insistence on returning to our old pitiful existence, I would have been a meek servant under you. Your judgment is wrong. And this is what you've gotten yourself into because you want to go back to being an ordinary dinosaur, where we're nothing more than prey to humans!

Aesir:

Fool! You're so stupid and pitiful that you're not even worth talking to.

Mission end – Makahiti killed:**Aesir:**

Be careful on the Nether Road, for the spirits of my dead men who have a grudge against you will tear you apart...

Levina:

And now it's all over. Now I'll cast my spell with the Eye of the Pica-Tyrano, and you and all the Tyranos will revert to the state you were in before Deca's curse.

Aesir:

Yes. But first I must help you kill the Demons that threaten you. After that you can return us Tyranos to our natural state before the war.

CAMPAIGN OF THE ELVES

1. Invasion of the Dark Elf

Message from Zellweger - To Wizard Delfierre

My dear friend, the greatest Wizard of the Elves, my days are coming to an end. I have done all I could on this island, and now I have no choice but to leave everything in the hands of God. I was like my daughter Kiana when I was young and ignorant and obsessed with war. I was proud and couldn't stand to lose. I know my daughter better than anyone, and she will return. So, Delfierre, do not be anxious and leave her alone. There is no destiny in this world, but the will to create a destiny is always within oneself.

It will be a terrible sight, of course, all that will happen, but fortunately, Levina is wiser than you think, and she will be able to handle it all, especially since her eyes are blessed by God's grace with hidden power. She may suffer now in ignorance, but in time she will mature and be able to read my every intention. So, protect her well. Then, Delfierre, I entrust everything to you. May God bless you...

Neshka:

Are you Kiana, the older of the Zellweger's twin daughters?

Kiana:

Yes. Do you know me, old woman?

Neshka:

Then you should know, I have come from far away in search of you. I am Neshkara. Heh. Don't look at me with such a strange expression. Is my appearance strange? It's because I'm not from this island.

Kiana:

So, you're from that legendary continent?

Neshka:

It doesn't really matter, does it? What are you doing in this rugged, desolate valley anyway? I thought all Elves lived in the forests...

Kiana:

Yeah, all the Elves live in the woods, but I'm not a freaking Elf anymore, so I guess I don't live in the woods.

Neshka:

I don't know what happened, but as I said, I've come a long way to find you. I have heard tidings of you from far and wide. I might be able to help so please tell me everything.

Kiana:

Well, it's overly simple. My mother, Zellweger, abandoned me in favor of my sister, an ignorant youngster, who possessed none of the qualities that make a queen. I was not chosen, even though my magical abilities were greater than anyone else in the Elven race, and I have never, and probably never will, forgive my mother and younger sibling for ignoring me and deceiving me. Since then, I have left the Elven race, along with the Elves who trusted me, and now we are wandering the Tellma Ravine trying to build our power.

Kiana:

Neshka, I don't think an old woman like you is going to be of much help to me. As long as we're stronger than them, everything will work out.

Neshka:

Kiana, what if I could give you great powers, letting you do whatever you want?

Kiana:

I want to get revenge on Zellweger and my sister, to make them feel the same sense of betrayal for pushing me away. But can you really give me that much power?

Neshka:

Of course, you can do that. Let me help you. I can make them all grovel at your feet. Just follow me.

Mission objectives:

1. Find and save Delfierre.
 2. Reach Keres's location.
- (Delfierre and Levina must survive.)

Mission start:

Levina:

Ah, so the teleportation spell was unstable, and I lost my father. He must have traveled to the Holy Temple. The Demons have already taken over the Pride-Woods, and if he traveled to the Holy Temple, he'll be captured. If I don't get there soon, the Demons will kill him.

After killing the King Demon Captain:

Levina:

First, I need to revive this King Demon and make it my minion to help me get out of this forest.

Game Tip

- Upgrading the Holy Mind ability in the Elves' Holy Temple will allow your units to consume meat that they carry to recharge their mana when it's running low.

After rescuing Delfierre at the Holy Temple:

Levina:

Father, you're not dead, you're alive! Zellweger told me to break the seal on the Holy Temple, but right now there are Demons everywhere trying to kill us, so I think we should make sure we survive first.

Delfierre:

Okay, let's get out of this forest. My clairvoyant vision tells me there's a human camp to the north of the forest. Let's ask them for help first.

Game Tip

- Levina can use her Resurrect spell to resurrect dead units, friend or foe, as long as the corpse remains.

Mission end – arrival to the Keres's camp:

Delfierre:

We'll have to explain our situation to the humans here.

Levina:

Yes, and hopefully we'll find someone who can help us.

2. Seal of Secret

Levina:

Thanks to your help, we managed to break the first seal safely, but we have to go to the Niss-Woods to break the second seal.

Keres:

Is there another seal?

Levina:

Yes, Zellweger made all three seals with the expectation that she would never be the one to unseal them. It's the culmination of her great magical abilities.

Keres:

Then I'll accompany you, if I can be of any assistance.

Levina:

I'm sorry, this could be a dangerous fight.

Keres:

When we set out to break the first seal, it was a very risky endeavor, but we were able to do it together. I'm sure it will be helpful to have me with you this time.

Levina:

Then, I think it would be better to have the resurrected Elves guard Pride-Woods and leave for Niss-Woods with only you and Delfierre. It would be too dangerous if the Pride-Woods were taken away.

Mission objectives:

1. Produce a transport ship (Revolver) to transport Delfierre to the island and break the seal.
2. Use the revived units and transports to destroy all three Demonic bases after the seal is broken.
(Levina, Keres, and Delfierre must survive.)

Mission start:

Delfierre:

Thank you for helping us. But with the Demons encamped in three directions, there's no way I can get to the second seal. I need to break that seal so I can resurrect the Dragons, Unicorns, Elves, and Phoenixes.

Keres:

Let's see what we can do. We can't produce the other mechanical weapons, but we can probably produce the transports.

Levina:

Thank you so much.

Delfierre breaks the seal of the Holy Temple:

Delfierre:

Rise up, Elves, and defeat the Demons that occupy the forest and reclaim it.

Mission end – Demonic bases destroyed:

Levina:

Finally, the Demons are gone, and the forest is back to its former glory. Thank you, Keres. I will never forget what you did for us.

Keres:

I'm very happy to see the forest restored. I will be leaving soon to take the Blacksmith at Dream Lake. There will come a time when I will need your help, so please don't feel too indebted.

Levina:

It looks like I'll be leaving again soon, too, to break the third seal. But I'll be happy to send reinforcements whenever you send a messenger.

3. Protection Alliance

Elobello:

Merciful Elven Queen, please do not attack us and listen to my story. We have come to seek your help, not to harm the Elves!

Levina:

Stop the attack. What has brought the Tyranos to the Elven Forest? The Tyranos are a race that has joined forces with the Demons to do us great harm, so I cannot believe your words.

Elobello:

No. You may remember that Aesir, our Patriarch, once fought a great battle against the Elves in a certain village in the Pride-Woods. Aesir seemed to have realized something through a Magic Mirror in the Elves' village, and while he was gathering his army to attack the Demons in Nusakama, he was betrayed by his subordinate Makahiti. At that time, Aesir had hoped to return to being a normal dinosaur after punishing the evil Demons.

Levina:

That's a surprise. Patriarch Aesir hoped to return to being a normal dinosaur?

Elobello:

Aesir considered it a disgrace and a curse for our race to have received the blood of the Demons, but Makahiti deep down hated the idea of returning to being a normal dinosaur, so he attacked Aesir and made an alliance with the Demons instead. Now Aesir is being held captive by Makahiti. Please protect me and help me rescue Aesir. It was Makahiti, along with the Demons, who attacked the Elves, and Aesir no longer wishes to have enmity with anyone but the Demons.

Levina:

Very well, if that is true, I will trust you and help you.

Mission objectives:

Protect your ally Elobello and his pack.

(Elobello must survive.)

Mission start:

Levina:

Make sure everyone gets back to the base safely and protect Elobello and his pack.

Red Elf:

It looks like there are Tyrano ambushes everywhere, so let's send a Pixie to scout ahead.

Levina:

That's a good idea. And tell the Wizards to build a base to support our troops.

Mission end – Elobello reaches the Elven base:

Levina:

Well, I'm glad you're safe. Now, how can I help you from here on out? I'm sure there will be many more Tyranos chasing after you.

Elobello:

I have an idea.

4. Green Elves

Levina:

O Obidya, forest spirit, Zellweger's seals are broken. Appear before me, for I have something to tell you!

Obidya:

Are you Levina, grandchild of Zellweger? I've been waiting for you. We have had a pact of sorts with Zellweger ever since she began to live in the forest. She would protect the forest, and in return we would give it to her freely.

Obidya:

Not long before she died, she summoned me and said, "The forest is no longer safe, and I think the time has come for us to end our pact." And she added, "My granddaughter will make a new pact with you." Not long ago, the Demons poisoned our forest with their black magic, the forest spirits were slain, and I was restless and uneasy ever since.

Levina:

Yes, the Demons are stubborn enough to harm even those of you who had nothing to do with the war. In keeping with Zellweger's wishes, I want to make a new pact with you. Of course, I am well aware that you and the forest spirits are pacifists who abhor war.

Levina:

But the Elves do not have enough power to protect you now, so we want the forest spirits to join us in the war, for if we do not fight now, both the spirits and us Elves will die.

Obidya:

But the spirits have no physical vessels to fight with. They are spiritual, so they have no way to inflict physical harm, don't they?

Levina:

The great magical power contained within the seals has been arranged by Zellweger to reincarnate the forest spirits into Green Elves and give them flesh. All that remains is for you and the forest spirits to agree to a new pact. Please trust me and join me in this endeavor, and together we will overcome this challenge.

Obidya:

Yes, we hate war, but I suppose it's unavoidable. Zellweger must have anticipated all of this and used all her magical powers to create the three great seals. In any case, Levina, I trust you.

Mission objectives:

1. Rescue 3 Green Elf captains, Reka, Dinah, and Kevela, who have been kidnapped by the Demons.
2. Destroy the enemy Summoning Den.

Mission start:

Levina:

The Green Elves, who were summoned from the forest where the Demons have already invaded, have been kidnapped by the Imps. The Green Elves panicked because they were new to war and didn't know how to use their powers yet. Perhaps it's because they're untrained. In any case, they are very important among the spirits, so we must take risk and rescue them. Go and rescue the three Green Elf captains, Reka, Dinah, and Kevela, and destroy the Demon Summoning Den remaining in the forest.

Blue Elves:

I don't think we have enough Unicorns. The Demons have a Summoning Den, and it looks like they're summoning a pretty strong force from there.

Levina:

We'll have to destroy that Summoning Den somehow. Okay, I'll send more Unicorns to you.

After reaching Reka (레카) in the lower right corner of the map:

Game Tip

- Green Elves can use Entangle spell, which can immobilize an enemy for a few seconds.

Mission end – Summoning Den of the Demons destroyed:

Radeira:

Levina, our Chief, Keres, is in deadly danger. Please come to the aid of the army. The situation is too dire.

Levina:

We can't support your troops right now. Our base is too far away. However, we can provide Green Elves and Unicorns. The Green Elves may be inexperienced in warfare, but they are very powerful, and with a good commander like Keres, they will turn the tide. Reka, Dinah, and Kevela, lead the Unicorns to rescue Keres.

Reka, Dinah, Kevela:

As you command.

Radeira:

Thank you. Merciful Elven Queen...

Levina:

No, I'm glad I have the opportunity to repay my debt to you and Keres. And as soon as the Wizards arrive, I will lead reinforcements to help Keres.

Radeira:

Well, then, I'll be leaving immediately.

5. The Rescue of Keres

Levina:

This is a very bad situation, given that Radeira has already been kidnapped and Keres is isolated.

Knight 1:

He went too far into enemy territory to protect Edith. The Green Elves and I tried to break the encirclement from all sides, but we were outnumbered. Now they're waiting for us to come to Keres's rescue. It seems that Harashti's men have been ordered by him to capture Keres as a pawn to lure us all in and wipe us out.

Levina:

Ah, I've fought Harashti's army before myself, so I'm well aware of his cunning tricks. He hates Elves for no reason and has instigated many provocations to attack us. If I had known this would happen, I wouldn't have let him live to retreat and escape... But in any case, as it stands now, we can't avoid an all-out war with Harashti's men to rescue Keres.

Green Elf 1:

In an all-out war, the enemy may be more numerous, but I wouldn't say we're at a disadvantage. We won't know until we face them. They have an advantage because they already have a supply base built. We'll have to destroy that base so they can't produce any more troops. We need reinforcements.

Levina:

Then let's use Meteor spell of Mana Spreads. If we succeed in destroying the base, rescuing Keres should be relatively easy... And we'll build a Summoning Hall to summon troops to help us in the fight. Luckily, this place has the right conditions to build a Summoning Hall.

Mission objectives:

1. Damage enemy buildings with Meteor.
2. Destroy all enemy buildings and rescue Keres.

Mission start:

Knight:

Keres is being held captive in the north. We must hurry to rescue him.

Levina:

Pixies! Keres is being held somewhere in the north. Carefully check the enemy's base for anti-air weapons, then return. We'll need to destroy the enemy base with Mana Spread's Meteor until reinforcements arrive.

After enemy base was attacked with Mana Spreads:

Levina:

Wizards, hurry up and summon allies from the Summoning Hall to cover our backs. Time is of the essence, as we must rescue Keres while the enemy's production base is destroyed.

Mission end – Blue enemy base destroyed:

Keres:

Thank you, Levina, I didn't expect you to come to my aid in person. Harashti apparently didn't know that Elven reinforcements were coming and gave orders to strike me down once my men would come to my rescue. If he hadn't ordered that, I would have died an untimely death. Anyway, you came to the rescue, and we all survived, so thank you very much.

Edith:

You must be Levina, Queen of the Elves. Thank you so much for saving our lives. I am Edith from Sylvan Troops.

Levina:

I'm afraid there is no time for proper greetings. Our friend Radeira has been captured by the enemy and is being held captive. Go rescue him quickly, Keres, for I have been informed that the Dark Elf and Tyranos are engaged in a battle in the Elven Forests, so I'm afraid I must return to Razzniella-Woods as soon as possible. I'll leave my troops here, and I hope you'll succeed in rescuing Radeira and eliminating Harashti. I hope you stay safe until we meet again.

6. Return of the Dark Elf

Levina:

We've retrieved Pica-Tyrano's Eyes and the Wizards, but the Demons are sending Death Eyes out frequently to spy on the interior of the forest, so we should expect an all-out assault soon. They'll no doubt join forces with Makahiti. Makahiti has fled north, so he'll attack from that direction.

Aesir:

Don't worry. We'll come to your aid as soon as we have settled the score with Makahiti's army in the north. If you feel you're outnumbered before you've started the battle, you can come north and join us. Then we'll never be outnumbered. Meanwhile, some of the Demons have left for Bimarss to wage war against the Primitives, which is a small relief.

Levina:

I must return to Razzniella-Woods as soon as possible. However, I'm not so sure about victory or defeat this time. The Demons are strong, and there's no question about the strength of the Dark Elf. I'll ask Keres for help, but I don't know how many reinforcements they'll send. They have their own battles to fight against the Demons.

Levina:

Anyway, I have to hurry now. If I'm even a little bit late, I might end up blowing it all. Before the battle rages, I need to meet with the Dark Elf to tell her a story.

Mission objectives:

Secure the Berries, gather resources, and talk to Kiana.

(Levina must survive.)

Mission start:

Levina:

Kiana's army will soon pass through Razzniella-Woods and advance on Pride-Woods. We are not attempting to kill her, but to meet her and deliver her Zellweger's message, so we're only sending a small force. But first, we will meet the Wizards who protect the Pride-Woods and help them build a strong enough base to defend it! And you, Pixies, keep an eye on the enemy movements.

Area with Berries is secured:

Levina:

Wizards, now that we've arrived, you can show yourself in peace. Show yourselves and hurry to build a base.

Pixie reaches Kiana's location:

Pixie:

We have confirmed the location of the Dark Elf.

Knights encountered:

Knight:

Keres is not in a good situation to help as Elveris and Skeletons have invaded Bimarss. He can't come to your aid himself, so he sends the three of us and a squad of Flame Arrow Soldiers. The Flame Arrow Soldiers are on their way, so you should be able to meet them soon.

Soldiers encountered:

Flame Arrow Soldier:

Keres has triumphed over Elveris. He'll be sending more reinforcements soon. Lady Levina, they're trying to devour the forest, but don't worry, the tide will turn soon.

Mission end – Levina meets Kiana:**Kiana:**

I searched the entire forest to kill you. Painfully. But now that I've found you, I'm going to make sure you die today, and I rid myself of any regretful memories. Go join your mother!

Levina:

Wait! I have a will left for you by Zellweger. If you don't listen to it, you will surely regret it. I will not hurt you because you hurt my mother. You are my precious blood, my mother's sister. Please, the last seal of Zellweger kept in my eyes and intended for you can only be broken by you. Don't let the sacrifice that she made for the sake of all be in vain.

Kiana:

Zellweger's will?

7. The Fall of the Demons**Zellweger's Will**

"Kiana, I am so sorry for you. For putting you through all this when you knew nothing... But Kiana, believe it or not. I was only worried about you. At the height of your rage, when you killed Shioren with your own hands, I was more worried about you than Shioren. I wish there was another way, but sadly, there was nothing else I could have done to deceive Neshka. Kiana, can you forgive me? I hope you can accept that I had no choice but to do so, even if it meant hurting you, the one I love most of all... Please listen carefully to what I have to say...

Yes, the Elves... you could say it is the fate of the Elves. It is their ability, or perhaps it is their duty, to read the signs mixed in the voices of the wind and the scents of the forest. As their leader, I have felt the omens, and I have struggled to find a way. The Hag of the Black Veil, the one who brings the time of destruction, already had the power to take over everything, for she had the wisdom to read everything. There was only one way to thwart her plans, Kiana, and that was to trick you and make you the center of her plot. In any case, to stop her plot, you will need the 'Algol'. You must obtain the Algol and destroy the Death Mask... The Algol is located deep within the Holy Temple. Strengthen your heart, Kiana, for only you can do it, and when you have done so, you will be unburdened and led to the Elven Utopia. I will be waiting for you there, I have so much to say to you, but the time given to me is too short. I love you. My dear... I miss you so much..."

Kiana:

So, my mother deliberately turned away from me to make me the old woman's pawn. And Shioren died without a fight because she knew she would die at my vengeful hands. I always thought it was so strange that my mother would die so easily, her body could not even be found, and no matter how gentle Shioren was, she offered no resistance to defend the Elves. She could have run away, but she didn't.

Kiana:

Even as you and Delfierre fled in desperation. The seals... seals that utilize magic to create more powerful Elves every time they are opened... and in the end I, who became a Demon, have unlocked the last of the seals.

Levina:

My grandmother worried about you more than anyone, more than my mother or my mission. And she believed that you were the only one who could do it, that you would not only return to the Elves, but that you were the only one who could exploit the weaknesses of the Demons and destroy them. It broke her heart because she trusted and loved you so much.

Kiana:

But I still don't get it. The description of the old woman is so insufficient. The black hag who comes to bring the time of destruction... that's all she said. What kind of being is she that we all have to be so bent on stopping her?

Levina:

She is evil incarnate, capable of taking on any form, and never fully dying. But what's important is that we mustn't let her take over our wills. The humans, the dinosaurs, us fairies... we all have our own wills. She's like a giant abyssal swamp that expands her territory by taking over those wills in a very cruel way. Perhaps, Kiana, if you were to escape her will by awakening, she would fly into a rage...

Levina:

...as if she had missed the food in her mouth. All she wants is the self-destruction of your will, and the expansion of her own will through the subjugation of your will.

Kiana:

Then, from the beginning, the plan of the old woman who seduced me was to turn everyone left on this island into a corpse, living or dead, to serve as her plaything.

Levina:

But the Elves were not suitable as Neshka's playthings. As we all know, the Elves are the oldest and most advanced of all the races that exist in this world. We have always watched the development of other races and helped them when we could. We were always a race that liked to hide, enjoying the peace and quiet, and we were never hostile to any race except those who wanted to kill or enslave us.

Levina:

It wasn't just Zellweger who sensed that it was time for the Elves to leave the earth, but all the Elves sensed it as well. That we were going to pass this world on to another race and go back to our own Utopia...

Kiana:

To another race...?

Levina:

Humans are very delicate beings. Very fragile, they are malleable beings that can be transformed by Neshka, unlike the Elves, who are not malleable. Neshka used humans to create beings called Heluon and Elveris. I think Neshka has targeted humans for some purpose, not just as a plaything. And we have to pass on our role to them by protecting them and getting them off the island.

Kiana:

Levina, I'm not sure what you mean by our role?

Levina:

I guess you could say it's to protect the balance from those who would upset it, like Neshka.

Kiana:

Well, we're running out of time, then. I've got the Death Mask, and the Demons were all led out by me, so there won't be a lot of troops in Elborooa's Lair. I know the geography of Elborooa well! We may be able to catch that nasty old woman now. We must strike while the iron is hot.

Mission objectives:

Use Kiana to eliminate Heluon.

(Kiana possesses Algol but cannot use it.)

Mission start:

Levina:

Get everyone off the Elfrings quickly and start building a base where resources are available. If the enemy attacks, protect the buildings you are constructing above all else...

Kiana:

Levina, I want you to guard the base and make sure there's a steady stream of troops coming in. I'm going to go find and kill the Heluon myself. With the Death Mask, he can keep summoning the dead.

Levina:

Sure, but promise me you won't risk your life recklessly.

Kiana:

Recklessly... Of course, I promise I won't risk it recklessly.

Heluon's location almost reached:

Pixie:

Lady Levina, we're in trouble! Keres has sent this letter to tell us that not only can he no longer send reinforcements, but he's unilaterally ending his alliance with the Elves. And he's already invaded Razzniella-Woods and is killing the Elves. What should we do? We need to hurry back to the Forest and fight...

Levina:

It can't be! Tell Kiana that I have withdrawn. I must hurry back.

Kiana meets Heluon:

Heluon:

You've come to steal the Death Mask from me. The Death Mask lies here in my arms. Kill me and take it. Elveris was attacked unaware of Algol's existence, but I will not be so easily defeated. If you try, you'll just be wasting your last remaining Algol.

Kiana:

How long are you going to let yourself be tricked and play Neshka's puppet? It's incredible you still believe Neshka, who turned you and Elveris into monsters and played with lives of us all...!

Heluon:

Regardless, I don't think there are any other options for either of us right now.

Mission end – Heluon defeated:

Kiana:

Where is Neshka?

Heluon:

I don't know. But you can't kill me. Because if you kill me, you will lose the Death Mask. Neshka will be here soon to help me. I've been waiting to burn you as a sacrifice on the altar...

Kiana:

You're a fool. Thinking I'm here because I covet the Death Mask... In any case, the Death Mask in your possession is too dangerous for you to die with, so I'll take it.

Heluon:

You are such a fool, Kiana... Is this the Algol? This is goodbye to you and the Death Mask. Farewell. To the Utopia of your race. That is, if the tattered remains of the defeated are tolerated there.

8. Levina's Sacrifice

Keres's Letter to Levina

I have heard that you and the Dark Elves have joined forces and set out to subdue the Demons. You have asked me for reinforcements, but not only am I unable to send them, but I am leaving today to invade the Elven Forests. In the past I have helped you, and you have helped me. Now I believe we have no more light left in each other. Of course, we have been good friends. But my people are suspicious of me because of the fact that I have united my people with the help of the Elves, and they feel threatened by what ambitions the Elves may have for our people. Therefore, I find myself in a situation where I must show some decisiveness in order to make my people believe in me and follow me. To avoid war with you as much as possible, I will attack the Elves while you are away on your expedition. I hope that after the expedition you will make your home elsewhere and never return to the Forest. I do not wish to fight you. I am desperate to avoid the miserable prospect of having to kill you with my own hands. I know that you will feel betrayed by this letter, and I feel deeply guilty. But I hope you will understand, at least a little, that I have been forced to make this choice because the survival of my tribe is more important to me. Then one day, when I will meet you again, I will apologize to you formally.

Pica-Tyrano Aesir:

I can't believe those ungrateful humans would betray you. I may have become an ordinary dinosaur, but my will to be a guardian spirit lives on. I have set the dinosaurs in motion, ambushing them with carnivorous dinosaurs so that they cannot build a base. Levina, you have helped us dinosaurs, and now I will help you.

Levina:

Don't do that. I think they have no choice. So don't attack them yet. I'll talk to Patriarch Keres, and we'll sort it out.

Pica-Tyrano Aesir:

You've saved their lives, and now they've pointed a knife at you who provided them with a generous supply of troops, and you expect me to stand by and watch? What kind of a situation is this! They've had a lot of internal strife and fought countless battles for power among themselves, and now their greed has gotten the better of them, and they've invaded the Elves. They've abandoned their conscience and their honor. I don't understand why you'd want to protect them.

Levina:

The Demons who have already wreaked havoc on the island were destroyed, and the Hag of the Black Veil has vanished. If we fight another bloody war now, we will be swallowing the seeds of hatred she sowed. Seeds that will eventually eat away at us and grow to engulf the entire island again. Please, let me settle this my way.

Pica-Tyrano Aesir:

Very well. I will not make any more direct attacks on them. But I cannot bear to see your life endangered, so do not stop me then.

Mission objectives:

Defend all 5 Heavens from the attack of Keres's army for 15 minutes.

(**Dinosaurs help Levina.**)

Mission start:**Levina:**

Our bases are scattered across five locations, and the enemy is attacking from three directions by ground forces and one direction by air. Repel their attacks and defend our bases.

Game Tip

- The dinosaurs are under Aesir's command and are helping Levina, so they won't attack you. Therefore, hunting dinosaurs does not increase the experience and level of your units. However, hunting dinosaurs that are colored brown on the map will increase the experience of your units.

Mission end – 15 min elapsed, and the last wave of Primitives arrived:

"Heaven has been destroyed."

Keres:

I warned you not to return to the forest. Why do you return to the forest and invite death at my hands? I must have warned you that I don't want to kill you!

Levina:

I understand your reasons for invading the Elves. You could see that infighting was about to break out within the tribe, and the thought that you might have to go through the experience of war and killing each other again must have terrified you. And if the reason for that infighting was fear of the subordination of the humans to the Elves because you were aided by the Elves, you could have done nothing but act like this. But I know you don't really want to kill me.

Keres:

But now that you've appeared before me like this, I have no choice but to kill you. Even if I let you live, they won't leave you alone, and the war will continue.

Levina:

But if you kill me, the Pica-Tyrano will kill you. I'm going to cast one final protection spell for you, so kill me and then run away. Don't feel guilty about killing me. Since we Elves are essentially spirit beings, we're just leaving for our Utopia. I pray that you will be able to leave the island safely.

"Levina has died."

CAMPAIGN OF THE DEMONS

1. Takeover of Elborooa

From the Kapa Temple in Nusakama - A letter from the old woman Neshka to the new Demon Queen Kiana

First of all, I must commend you on your excellent choice. It is never a bad thing to go after what you want. And yet so many hesitate and waste time. In the end they are dying every day without even resolving the question of whether they should or should not have it. You are bold and decisive in that regard. That's why I care about you and like you. The green Death Mask I gave you will allow you to open portals to Hell and summon the spirits of the dead as often as you wish, so always keep it close to you. You now have the power to bend all things to your will.

For now, I have finished my work here in Nusakama. Deca, that stupid, foolish fellow looked like a wild boar hit by an arrow, and I suspect he sustained internal injuries from the clash of opposing spiritual energies while trying to break the seal of the Celestial Sword. In any case, it took me only a few minutes to take down the clueless, rampaging bastard. He was so helpless, Kiana, that you could have taken him out with your bare hands...

I'm very curious to hear how things turned out in Elborooa. Well, I guess you were quick to send the Demons who served Deca as their master back to Hell? Of course, I'm sure you would have handled it well enough.

I hope you'll join me in Razzniella-Woods as soon as everything is sorted out. The longer we wait, the more bland, lukewarm, and unexciting everything becomes. Until you come to Razzniella-Woods, I'll go and visit the Tyranos in Karrbilla. Aesir will be marching on Nusakama and Basmoo soon, so I'm going to make sure he won't disrupt your plans. I'll see you then.

Kiana:

The only thing that matters to me now is to pay back for what I have received! I will never be able to forgive my mother or my sister. How dare she push me, the elder sister, aside and claim the throne for herself! It is unbearable to be alive after such shame and humiliation. It's obvious that Shioeren has never surpassed me in magic and combat prowess, never even matched me. And yet my mother Zellweger ignores me and...

Kiana:

...hands over my throne to Shioeren... a fool who will not fight that war but will sit back and laugh like an idiot when the enemy draws his sword at her! I will make them feel the anger I suffered.

Red Elf 1:

I lost my husband during the war, too. I fully understand your feelings of anger Mistress Kiana. I was in so much pain, I thought I was going to die. I can completely relate to that feeling of resentment towards everything. My husband died because of the war. But much to my annoyance, even after a hundred years, the war is not ending. Someone must end this war. While the power of the four tribes is in balance like a taut knot tied to a pole, the war is never going to end, ...

Red Elf 1:

...so we must somehow break that balance of power and end the war. The Elves are not capable of doing that. Zellweger has disappeared, and Shioeren is incompetent. Only Kiana can reunite the island and end the war. Whether it's anger or revenge that drives you, it doesn't matter anymore. I'll be cleansed by releasing my anger at my husband's death, and Mistress Kianna will be cleansed of her anger by taking revenge.

Mission objectives:

Infiltrate Elborooa and eliminate Deca's subordinate Devil.

(Kiana must survive).

Mission start:

Kiana:

As soon as we reach the transport and we'll land on Elborooa Island, wipe out all of Deca's men, and make Elborooa ours. Let's all gather strength by hunting dinosaurs until the transport ship is ready!

After reaching the final destination:

Elborooa Island

Mission end – Devil is dead:

Kiana:

How pathetic, Deca's henchmen are so weak!

Red Elf:

Well, now that Deca, the one who summoned the Devils, is dead, they don't seem to have much power left.

2. Annihilation of the Elves

Kiana:

You say he's called Makahiti? You told Makahiti to attack Aesir. And you intentionally led the remaining Demons in Nusakama to be surrounded by the Elves, didn't you? You actually let Aesir live.

Neshka:

You are indeed shrewd. It is your cleverness that so appeals to me. Being ambitious and clever is a blessing, being ambitious and stupid is a curse. Deca was overly ambitious, but he was also foolish. He believed that he would become a god and rule over both the heavens and the earth, without even knowing what the Celestial Sword is used for.

Kiana:

I don't care about Deca's Celestial Sword anymore. The only thing that matters to me right now is to annihilate all the Elves in front of me. Of course, Shioren is no match for me, but for some reason I have a bad feeling about this. As if she's up to some scheme I haven't noticed.

Neshka:

Don't worry, the Elves will all vanish before your eyes today. The young Tyrano you saw earlier will go round from Aldino and strike at the Elves' heels at the south of Razzniella-Woods, while you will wipe them out from the north. There is nothing to worry about.

Kiana:

Well, you never know.

Mission objectives:

Eliminate Shioren with the Dark Elf Kiana.

(Kiana must survive).

Mission start:

Kiana:

Tell everyone to watch out for enemy Drop Stones and Meteors. These spells can kill you in a single hit... And Red Elf, I assume you've been in touch with Makahiti?

Red Elf:

Yes. They are preparing to attack from south of Razzniella-Woods, as promised.

Kiana:

Shioren will be at the Holy Temple in the center, so tell them not to attack Shioren until I get there myself.

Game Tip

- Upgrading the Brood Guard ability in the Demons' High Portal allows your units to consume meat to increase their defense when fighting enemies.

Kiana reaches the Elven base:

Shioren:

Kiana, I can't believe I have to face you like this to kill you...

Kiana:

After hypocritically pretending to be so nice, you stabbed me in the back! You dared to deceive me and usurp my throne, so today I will make you pay for your sins. Vanish from my sight forever!

Mission end – Shioren is dead:

Kiana:

Red Elf, tell Makahiti that he may deploy his Tyranos in southern Razzniella-Woods and southern Pride-Woods, and that the rest of his forces should return home.

Red Elf:

We have a report that in the midst of all this, two people have managed to sneak away using teleportation spell. The two are said to be Mistress Levina and Delfierre the Wizard.

Kiana:

You idiots! How could you have missed them! Send a pursuit force after them!

3. The Eyes of Death

Kiana:

Sometimes I don't understand, Neshka, why you have come to visit me in my seclusion in Tellma Ravine, and why you have made such offers to me. There's nothing for you to gain from it.

Neshka:

Well, I see. Kiana, doing something to get something is a very simplistic way of thinking. So is doing something out of necessity to survive. Kiana, I don't have no goal, no gain, but I do have pleasure, and that's the only thing that matters. You may not understand it yet, but one day you'll feel the same way.

Kiana:

Pleasure...

Mission objectives:

1. Destroy the base of Levina and Keres.
2. Locate and attack Levina and Keres.

(The King Demon must survive.)

Mission start:

Kiana:

King Demon! Chase Levina and Delfierre. I've heard that they've taken refuge in the ruins of the old castle of a man named Keres. So first, find and destroy his base. No matter how much Levina and Keres fly and run, if they don't have a base to return to, they will eventually be caught. And don't forget to scout with the Death Eye! Levina can use her Pixies to monitor other's movements, so keep that in mind and don't make any mistakes.

King Demon:

Yes, I understand.

Game Tip

- Attach Death Eye to a building so you can scout your opponent's buildings and destroy them at the same time.

King Demon reaches the final base:

King Demon:

I'll kill you in the most brutal way possible. You've deliberately built several fake bases to buy yourself time to escape!

Mission end – Levina and Keres run away:

King Demon:

Mistress Kiana! The bases were all destroyed, but Levina and Delfierre are nowhere to be found.

Kiana:

How foolish of me to lose sight of Levina! But now that the base has been destroyed, the only place they can hide is in the forest. Go back and find out where she is.

4. Heluon's Intervention

Neshka:

Kiana, not long ago I was traveling from Karrbilla to Sellbaros, and I picked up one of the corpses lying around. It's called Heluon, and I revived it by transfusing the corpse with Demon blood, and it turned out quite nicely. I didn't expect that such a wonderful work would come out of it.

Kiana:

I'm curious to see what you came up with. King Demons were humans too before they were transfused with Demon blood, right?

Neshka:

That's right. Heluon, come here. Greet the Queen of the Demons with courtesy.

Heluon:

I am Heluon.

Kiana:

Hmm, very nice, Neshka. Heluon, you were once a human, correct? When humans die, they follow the path of the dead. But I suspect there must be a reason you chose to stay on this island instead of taking the path of the dead. Can you tell me?

Heluon:

It's simple. To get revenge. I will hunt down the man who had tricked me, used me, and once I became worthless to him, brutally slashed my face open, and I will repay him for what he did to me. If you give me the opportunity to do that, I am ready to pledge my allegiance to you and Neshka.

Kiana:

Revenge... Hm, I see, you didn't die because you were wronged, but I'll give you a chance to get your revenge on your terms. Will you work for me?

Heluon:

Thank you. You won't be disappointed.

Mission objectives:

Eliminate Janua and deliver the Ring of Power to Keres.

(Heluon must survive.)

Mission start:

Neshka:

Heluon, will you deliver the Ring of Power to Keres?

Heluon:

Why do you ask me to deliver it?

Neshka:

Heluon, I have heard that Keres and you were very close friends. I need you to deliver this Ring of Power so that Keres can kill Harashti. While Harashti is no match for Keres, the Ring of Power can be used to kill him. Of course, you want to kill Harashti as well as Janua. Harashti is the one who used you and killed you, but there is a reason. Do you know Elveris?

Heluon:

I've only seen her once. She is Harashti's daughter and the leader of a group of female warriors.

Neshka:

The child will soon be dead. And that child is exactly what I need... I intend to save her as I did you. But if she realizes you killed her father, you and she will be at odds again. Since the child is destined to die at the hands of Keres, it is better to leave the killing of Harashti to him. You will be content with taking revenge on Janua. And surely you are no longer a friend of Keres, but an enemy.

Heluon:

I have no choice. You have the power to see into the future... I will kill Janua and deliver the Ring of Power to Keres.

Game Tip

- The Nightmare can use Air Quake, a powerful anti-air spell.

Mission end – Janua defeated:

Janua:

No, you're Heluon! How can you be alive?

Heluon:

What are you so surprised about? To kill you, I had to accept Demonic blood into my body, but for the chance to tear you to shreds I would have done it anyway, even if I had to suffer the punishment of being eaten alive for a millennium. I waited for the moment when my wrath would consume you very slowly, wrapping you in pain. Oh, and by the way, heh, Neshka asked me to send you her regards.

Janua:

Neshka? The old woman transfused you with Demon blood, then? How wicked... Gah, gah, gah!

Heluon:

How painful is it? What is it like to have an arm torn off while you're still alive, or a leg, and then slowly roasted so you can smell the meat? No! Committed suicide by cutting off his tongue with his teeth... Oh, no... What a waste...

Keres:

Heluon, you... You killed Janua?!

Heluon:

Yes, I did. I killed the enemy who killed me. We're running out of time, so take this ring first.

5. Elveris's Revenge

Neshka:

Elveris, you'll like it here soon enough. More power is always better, and you'll have more power right here. And there's someone who knows you, so it won't be too hard... You know Heluon, don't you?

Elveris:

Ah... Heluon, how are you?

Heluon:

Like you, I was brought back to life with the help of Neshka. Thanks to that, I have gained powers I could never have imagined as a Knight. I think you too will be amazed at what you can do.

Neshka:

Oh, here comes the one you are meant to serve. So, Kiana, what do you think of the new creation, are you satisfied?

Kiana:

It's good. But more importantly, Neshka, things have become urgent. We have word from the Death Eye that the Elves have regained their full strength and they are being aided by some humans and Tyranos, and even the forest spirits have joined them, so it seems that Levina has gotten out of hand while you were away.

Neshka:

No matter how strong the Elves have become, none of them will be able to defeat you. For now, you must lead Heluon to prepare to take on the Elves and wait for me to return from my visit to the Tyranos' camp. And why don't you send Elveris to get rid of this fellow named Keres who is helping the Elves?

Kiana:

Then let us move as quickly as possible.

Mission objectives:

1. Destroy the villages of Vitus and Batak.
2. Flee to Linia to escape Keres.

(Elveris must survive.)

Mission start:

Neshka:

Elveris... Indeed, Keres's destructive power is unimaginably greater than ever before, and it would be dangerous for you to engage him head-on. For he possesses the Ring of Power, the very thing that Keres used to kill your father.

Neshka:

Moreover, you are in danger because you have no offensive power of your own to defend yourself. You must first attack the two villages, Batak and Vitus, and then strike at Keres. Otherwise, if you go straight for Keres, the soldiers of Vitus and Batak will surround you... And if you think you'll be outnumbered in the fight against Keres, flee quickly to Linia and wait there. Do you understand?

Elveris:

No, you mean I'm supposed to retreat and leave Keres and Edith, who killed me and my father, behind?

Neshka:

Do not be reckless. Today will not be your only chance to take revenge on your enemies.

Game Tips

1. The Femme Fatale is a Skeleton support unit that has no offense of its own and uses its own health to Rebirth the Skeletons.
2. Recharge is an AoE spell that can restore the health of Skeletons within a certain area.
3. You can summon a melee skeleton (Bone Fighter).
4. Absorb Skeletons to recharge your own health.

Lower right map corner:

Vitus Village

Upper right map corner:

Batak Village

Upper left map corner:

Linia Village

Vitus and Batak destroyed:

Elveris:

Keres, do you think you can kill me and my father and get away with it? I won't let you get away with it!

Keres:

You look terrible, you venomous wench. You are a foolish and reckless wench, just like your father! I will send you to hell once again! And this time, I'll crush your flesh so that you can never rise again.

Skeleton:

Mistress Elveris, I'm afraid we're outnumbered. As Neshka said, flee to Linia and wait for another time.

Elveris:

I'm so angry! Even if I pluck out Keres' eyeballs and eat them, it won't be enough. Running away... Let's go!

Mission end – Yellow team Primitives destroyed:

Skeleton:

Well, at least we made it safely to Linia.

Elveris:

I will remember today's humiliation and repay you many times over, Keres!!!

6. D-Day

Makahiti:

I have sent a messenger to ask for reinforcements. Demon Queen, the Elves protect Elobello and his remaining forces of Aesir's followers. Aesir had already been slain by Neshka, but Elobello didn't know that and went on a rampage and when the odds were stacked against him, he attached himself to the Elves. Will you help me?

Kiana:

Of course, I'm willing to help. As you know, I don't know what magical powers Zellweger was hiding, but the seemingly impossible happened. The Elves were resurrected by Levina, and they keep gathering strength and are becoming increasingly powerful, so it worries me too. Whatever it takes, this time I will kill Levina and Delfierre and end the Elves once and for all so that I will never suffer the sight of them again. And this includes Elobello and the rest of his pack they are protecting.

Kiana:

So, this time, I want you to gather all the forces you can muster.

Makahiti:

Whether or not I can, of course I will.

Kiana:

Now, as Neshka requested, I have eight Red Wizards imprisoned in Nusakama, surrounded by walls, and guarded by Demons. They will be good bait for Elobello and Levina. Makahiti, you will destroy Levina and Elobello there. I will march straight into the Elven Forests while Levina is gone, kill Delfierre, and make short work of Niss-Woods.

Makahiti:

What a clever plan.

Kiana:

Then I will take some of your Tyranos army with me and leave you to command the Demon army that remains in Nusakama. I hope you bring back good news.

Mission objectives:

Wipe out all the Elves in the Razzniella-Woods.

(Kiana must survive.)

Mission start:

Kiana:

There are more Elves than I ever imagined. Damn! Somehow, they're even stronger than before. This won't be easy... If I'm right, all the power of the resurrection magic must have come from Zellweger's energy sealed in the Holy Temple. Somehow, we have to get to the Holy Temple before Levina returns to the forest, which will be difficult.

Mission end – Kiana reaches the Elven base:

Kiana:

Levina, I'm glad to see you! Judging by your weak appearance, you must have used some sort of spatial teleportation in your haste to die at my hands. Heh, this is a fitting grave for you today. You may have outsmarted

me once and surprised everyone with the Holy Temple's resurrection magic, but not again. Today, you and this Holy Temple will be torn to shreds by my hands...!

Levina:

Kiana, wait! I have a message for you, to be delivered through me should you ever attack me. Grandmother Zellweger foresaw this whole situation and sealed every last secret within my eyes.

Kiana:

My mother left a will in your eyes?

7. Death Mask

Neshka:

I had so much faith in Kiana... and yet she messed everything up and has gone back to being an Elf! All the troops sent against the Elves have been wiped out by Kiana's hand. I never thought I'd end up like this... Furthermore, you will no longer be able to increase your forces through the Portals, for Kiana has the Death Mask that can summon the spirits of the dead.

Elveris:

Neshka, this is making me so angry. Betraying us and going back to the Elves! Even if the sky were to split in two, I would never join forces with the Elves, with whom you never know what you're getting yourself into. Anyway... Neshka, don't worry. I have the power to resurrect Skeletons, so I'll kill Kiana and bring back the Death Mask.

Neshka:

You think you're a match for Kiana? She still has the Death Mask, which can summon the dead, and the Elves also have Levina, who is skilled in all kinds of magic. How do you think you'll fare against the two of them?

Elveris:

Not a problem. If I go with Heluon, we'll have a chance to win.

Heluon:

I'll go with you.

Neshka:

There's no other choice. I will go to Elborooa. When you're done, lead your troops to retreat to Elborooa. Keep in mind that Kiana knows the Demons better than anyone else, and she may come to destroy the Elborooa's Lair at any moment, so return quickly if you smell anything suspicious.

Heluon, Elveris:

Yes.

Mission objectives:

Take the Death Mask from Kiana.

(Elveris must survive.)

Mission start:

Heluon:

This may be an unexpectedly easy fight. Levina doesn't seem to be with Kiana right now, so we'll only have to deal with Kiana.

Elveris:

Once I take the Death Mask, Heluon, you will take it and quickly retreat to Elborooa. I will return with Kiana's head.

Heluon:

Why would you want to do something so reckless and dangerous, like engage in melee with Kiana, when you have no offensive capabilities yourself?

Elveris:

I can't die. Didn't you know? Our bodies are more special than anyone else's because they were once dead and brought back to life by Neshka's magic. Unless we've been crushed to the point where no corpse remains, burned in a large explosion, or destroyed by annihilation magic, we can't be killed by stabbing, slashing, or by a lightning bolt. And above all...

Heluon:

Above all?

Elveris:

I've never won an important battle. That's my complex. I'm so ashamed that I've failed so many times that I can't stand it. I've always believed I could fight more bravely than anyone, but I've always been defeated and had to run away. This time, I want to risk everything, fight with all my might, and win.

Heluon:

I trust you. I will return to Elborooa when you hand over the Death Mask, but please bring back Kiana's head.

Mission end – Elveris reaches Kiana:

Kiana:

Foolish Elveris, you're still deluded, still being played by Neshka. Can't you see what a monster you've become? Don't you realize that she thinks of you as nothing more than entertainment? She used us all as toys in her game.

Elveris:

I will slit your throat so that no traitor will dare to speak against Neshka anymore. Who would listen to the deceitful Elves? Such disgusting creatures, incapable of doing anything other than being proud about themselves.

Kiana:

Oh! The Death Mask?!

Elveris:

Heh, Heluon, take the Death Mask...

Kiana:

Elveris, you will be greeted in Hell! Good riddance.

Elveris:

Argh!

Kiana:

This is troublesome. I've just spent an Algol and lost the Death Mask! Elveris, you fool. Even if she didn't know that I had an Annihilating Algol, it was still reckless from her to attack me like that... I pitied her for being tricked by Neshka into becoming a monster, so I tried to spare her life, but now Heluon has run off with the Death Mask, so what should I do now...?

8. Endless Intrigue

Heluon:

Neshka, I've retrieved the Death Mask.

Neshka:

Heluon, why do you return alone... I have just received word from the Death Eye that Elveris has died at the hands of Kiana. Why did you allow Elveris to go against Kiana like that, alone?

Heluon:

Elveris wanted to fight Kiana and win this time, since she was always the one who had to run away.

Neshka:

What a foolish, poor child. She must have been reduced to dust when she was hit by the Annihilating Algol. Heluon, you too must beware of Algol. Algols are artifacts of the Elves, and while there are only two of them, they are condensed masses of annihilation magic that can turn anyone or anything into ash.

Heluon:

At any rate, Kiana is about to descend upon Elborooa Island. She's had a complete change of heart and seems intent on destroying the Demon tribe once and for all.

Neshka:

Of course. She believes I've deceived her. Now then, move all your troops to Vall-hole Palace and hurry up to prepare for Kiana. I must prepare to perform a ritual at the altar of Vall-hole Palace.

Mission objectives:

Eliminate Kiana and find Neshka.

(Heluon and Devila must survive).

Mission start:

Heluon:

Kiana has arrived. She knows all the passageways out of Vall-hole Palace, and she'll keep flooding them with Elves, so unless we find her and kill her quickly, we're out of luck. Remember! Kiana knows our weaknesses, so we must move carefully.

Devila:

Yes!

Game Tip

- Summoning Den, the summoning building, is where you can summon a character you've leveled up and saved. In single-player missions, you can summon the avatars given as samples.

Elves defeated:

Heluon:

You've come to steal the Death Mask from me. The Death Mask lies here in my arms. Kill me and take it. You may try to throw Algol at me, but I will not stand by and take it, and you will waste your last Algol. Now choose between killing me and taking the Death Mask or giving your life!

Kiana:

How long are you going to let yourself be tricked and play Neshka's puppet? It's incredible you still believe Neshka, who turned you and Elveris into monsters and played with lives of us all...!

Heluon:

Regardless, I don't think there are any other options for either of us right now.

Mission end – Kiana defeated:

Heluon:

Kiana! Good riddance to you for you are going to your Elven Utopia, wherever it may be... No? The Death Mask?!

Kiana:

Yes, the Death Mask is in my hands. I've been saving this Algol to kill Neshka, but I have no choice but to use it to destroy the Death Mask...!

Heluon:

Ugh!

Heluon:

Neshka, I've been looking for you for a while, and here you are. It looks like all the Demons have been wiped out by the Elves. Kiana was destroyed along with the Death Mask, and I ended up with these wounds... Since I lost the Death Mask, I couldn't open the portals to summon the dead. Ah... I don't know what now.

Neshka:

Heluon, how badly did you get hurt... Tsk tsk... You're bleeding profusely... Lie down on the altar and rest now. In a little while, all your pain will be gone...!

BITS FROM THE GAME MANUAL – PART 2

This is a translation of the official description of game characters included in the game manual. It contains a lot of spoilers, so I don't recommend reading it before you've finished all the campaigns. Some of the details contained here were probably changed during the development of the game's story but were never corrected in the manual, so I included my notes wherever I felt it was needed.

Primitives

Al-fathur (Chief)

A valiant warrior, Al-fathur showed great ability in fighting external enemies but fails to keep the peace within his tribe. He is assassinated by a group of female warriors, led by the daughter of the shaman Harashti, and the power is usurped by the Janua the Build Man.

Janua (Build Man)

After Neshka teaches him the fine art of working with iron and how to develop various combat devices, Janua sees no need to live as a laborer anymore, so he kills Al-fathur and leads a successful coup d'état. He uses his skills to develop the Iron Increaser and joins forces with Harashti to rise to power through the strength of machines and matter, but he soon senses a danger that must be eliminated. Janua unites the Build Men specialized in mechanized engineering, dubbing them the Golden Race, and exterminates the warrior caste for fear of future retribution. In the process, he uses and kills Heluon, a young warrior from the Knight caste, who later returns as a Nightmare and brutally kills Janua.

Keres (Chief)

The main protagonist of this installment, the last surviving leader of the Primitives on Jurassic Island, he survived the coup d'état and lead the few remaining of the warrior caste to build a race of heroes. As a compassionate and innocent young Chief, he helps the elf Levina, who has been running away to save her life since the elves were all wiped out, to resurrect the Elf race. Later, he becomes embroiled in a power struggle among the Primitives, fighting and killing each other, and eventually, he even kills Levina, who had supported him, for political reasons. After marrying Edith, he finally leaves the island with the few surviving Primitives, believing that Jurassic Island is cursed.

Harashti (Shaman)

The shaman in charge of the rituals of the Primitives tribe, he stages a coup in cooperation with Janua and, when it succeeds, engages in a power struggle with him. He receives the Fade Robe from Neshka and gives it to his daughter to assassinate Janua. But when the whole thing is discovered and he is about to be purged by Janua, he enlists Keres to oppose Janua. After Janua's death at the hands of Heluon during the war, he was about to seize power when Keres killed his daughter Gerti, and in order to incite the Primitives, he spreads rumors that Keres had acted unworthy of a warrior, that he is loyal to the Elven Queen and that the Primitives would be ruled by the Elves in the future. He is killed in a power struggle with Keres.

Edith (Sylvan)

Agile, healthy, and beautiful. She is rescued by Keres from a plot by Gertie to kill her. She knows of his love for Levina, but when he chooses her, she helps him as best she can as the chieftain's wife. She is obedient and conservative when it comes to Primitives customs and social views. She is an assassin who specializes in slingshot attacks to kill her targets by aiming at their vitals.

Gerti (Female Warrior)

A female warrior like Edith, she is jealous of Edith and always tries to kill her. Keres sees her actions and tries to save Edith from danger, but accidentally kills Gerti in the process. She is later resurrected by Neshka as the Femme Fatale Elveris and seeks revenge on Keres. *Note that Elveris is never referred to as Gerti in the final game.*

Ra-Deira (Power Man)

A loyal henchman and good friend of Keres, he always stands by his side and respects his decisions. He stays behind to help the Elves after Keres returns to the Primitives. He is very disappointed in his friend Keres when he kills Levina and becomes irritated by the power struggles of the humans and disappears.

Heluon (Knight)

A Knight who worked with Janua to assassinate Chiefs and warriors. He was handsome and skilled with a sword, but very selfish and wanted only to live for himself. When the coup succeeded, he was abandoned with his face hacked up by Janua, who saw no use for him. He later returns as Nightmare and brutally kills Janua.

Tyranos**Aesir (Tyranos)**

After seeing the birth of the mutant dinosaurs through a Magic Mirror, Aesir begins to question his identity. Absolutely repulsed by the Demons, he prepares to go to war with them, but falls under Neshka's spell and becomes a Tyrannosaurus rex. Later, when Levina turns him back into his former form, he fights Makahiti and gets rid of him, and then visits Levina again to ask her to turn all the mutant dinosaurs back into normal dinosaurs. Even as a normal carnivorous dinosaur, he shows his loyalty by helping the Elves to the end.

Makahiti (Tyranos)

Makahiti cannot empathize with Aesir's disgust at the fact that he is a mutant dinosaur with Demonic blood. Makahiti feels that Aesir is very dangerous because he wants to destroy the Demons for going against nature and allow the Tyranos to live normal dinosaur lives again. Makahiti believes that Aesir must be eliminated if the mutant dinosaurs are to survive to the end. Makahiti agrees to help the Demons on the condition that Neshka will help in creating more new mutant dinosaurs and attacks Aesir's followers and the Elves. He later fights a great battle against Aesir, who has regained his former form and is killed by his sword.

Elobello (Kentros)

The leader of the pack that follows Aesir, he refuses to be attributed to Makahiti when Aesir goes missing, and when he is attacked by Makahiti while searching for Aesir, he is forced to entrust himself to the Elves. Asking for help, he pleads with Levina to support Aesir's desire to return to being a normal dinosaur, and he searches high and low to find him.

Elves**Zellweger (Angel Elf)**

A strong-willed Queen of the Elves in Jurassic World 2, she foresees the war and sacrifices her life force to create a magical seal that will allow the Elves to be resurrected.

Shioren (White Elf)

The younger of Zellweger's twin daughters, she is characterized by peace and stability, honesty and purity. She was very good at casting White Elf-type magic (protection and defense). As the next heir to the throne of the Elves, she defends the Pride-Woods against the Demonic invasion and dies peacefully, smiling as Kiana, now a Dark Elf, approaches to kill her.

Kiana (Dark Elf)

The older of the twin daughters, she is very attractive and possesses spectacular magical abilities. When her sister usurps the throne, she plots revenge and defects from the Elves, only to be seduced by Neshka, who kills Deca, and she becomes the Queen of the Demons. She later returns to the Elves and sacrifices her life to stop the Demon invasion.

Levina (Neo-Angel Elf)

Possessed of "Wise Eyes", daughter of Shioren and granddaughter of Zellweger, she revived the Elves after their destruction by the Demons and incorporated the forest spirits into the Green Elves. She sacrifices herself to protect Keres, the Chief of the Primitives, who protected her when she was hiding in the forest with nowhere to go when the Elven race was destroyed.

Delfierre (Wizard)

Levina's father. Helps Levina break the seals. Sacrifices himself to protect her.

Clemens (Green Elf)

Ordinary forest spirits were transformed into Green Elves by Zellweger's magic to fight in the war. During the war between Harashti and Keres, when Keres requested help, he goes to his aid with Elven reinforcements and plays a crucial role in the victory. *Note that there is no character with this name in the final game. Instead, there are Green Elf captains Reka, Dinah, and Kevela who play a very minor role in the story.*

Demons**Neshka (NPC)**

An old hag whose appearance is always shrouded under a veil. She supports Paneth, Elveris, and Heluon, but is quick to kill them when they are no longer useful. *Note that no character called Paneth made it into the final game.*

Deca (Devil)

While trying to obtain power that surpasses his master, Satan, he is killed by Satan's incarnation, Neshka. Neshka seals his power in a Death Mask and passes it on to a new Demon tribe Matriarch.

Kiana (Dark Elf)

Originally the eldest daughter of the Elven Queen Zellweger, Kiana left the Elves when she was pushed out of the throne by her twin sister, and went into hiding in the Tellma Ravine until she met Neshka and became a Dark Elf. At Neshka's instigation, she kills Deca and becomes Queen of the Demons, but later reconciles her hatred and envy and returns to the Elves, and she dies while fighting for the Elves. (See Elven characters)

Elveris (Femme Fatale)

Originally the daughter of Harashti, she was jealous of Edith and tried to kill her, but was accidentally killed by Keres, who was trying to protect Edith. She was not actually dead, but dying from excessive blood loss. Neshka finds her and spares her life on the condition that she becomes a monster of sorts, whose health is restored by feeding on something to replace the blood that has drained from her body. Thus was born a new personality, "Elveris", called the Death Worshiper or the new Queen of the Demons. She accepts sacrifices and trades with the tribes to fulfill her need for blood supply. At Neshka's command, she first attacks the Elves in an attempt to eliminate Kiana, but when she fails, she is deemed unworthy of use and is removed by Neshka. Elveris holds a strong grudge against Keres and Edith in particular and attacks them viciously. *Note that Elveris plays a smaller role in the final game. She never becomes the new Queen of the Demons and her need for constant blood supply is never mentioned. Also, Neshka never betrays her to dispose of her, instead, Kiana kills Elveris when she desperately tries to win at least one battle in her life.*

Heluon (Nightmare)

A resurrected Knight who betrayed the warrior caste and collaborated with Janua. He is a man of great discipline and exceptional swordsmanship, but he is arrogant and selfish. Betrayed the existing warrior caste and aligned himself with Janua and Harashti to assassinate the Chief caste. Once the warrior caste was driven out and the coup was successful, Janua, who hated him for his lack of usefulness, smashed his face in and left him for dead. Resurrected by Neshka, Heluon is incorporated into the Demon tribe and serves as the Nightmare. When he seeks revenge on Janua and Harashti of the Primitives, he strikes fear and awe with his summoning magic and aerial attacks.